

**INTERNATIONAL INLINE SKATER HOCKEY
FEDERATION**



RULES OF THE GAME

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1. THE PITCH

1.1 SURFACE

- 1.1 The surface of the Pitch must be of wood, tiles, tarmac, or such other substances as may be approved by the IISHF and be flat and smooth so that the skate wheels can roll without deviation.

1.2 DIMENSIONS

- 1.2.1 The Pitch shall be a minimum size of 15 metres by 30 metres and a maximum size of 30 metres by 60 metres.

For International events, the Pitch must be a minimum size of 20 metres by 40 metres and must have rounded corners and boards (Rink), if a hall with walls is used the pitch must have rounded corners.

- 1.2.2 The corners should be rounded in a circular arc with a radius of between 2 and 4 metres in proportion to the size of the Pitch. Two thirds of the width must be rectilinear.

1.3 BOARDS

- 1.3.1 The Pitch shall be surrounded by 'Boards'.
The Boards shall be between 0.8metres and 1.22 metres high. The measurement must be taken from the playing surface to the top of the Boards. A flush wall of a building or a combination of a wall and Boards can also be used.

- 1.3.2 The Boards shall be smooth and free of any object that could cause injury to the Players. They must be firmly fixed and able to withstand impact from the Players. All doors giving access to the playing surface must swing away from the Pitch and must fasten securely. All protective screens and gear used to hold the Boards in position must be mounted on the side away from the playing surface.

- 1.3.3 Advertising may be placed on the Boards.
For International Class A matches, approval and permission must be granted by the IISHF.
For all other Games, approval and permission must be granted from the Proper Authorities.
No advertising may be within 2.5 metres of the goal cage.

1.4 PITCH MARKINGS

- 1.4.1 All measurements shall be from the centre of the line to the centre of the next line, or from the wall/boards to the centre of the line.
- 1.4.2 All lines and markings on the Pitch shall be between 4cm and 10cm in width, but they must be of one standard width. All markings must be the same colour and must be clearly distinguishable from the playing surface.
- 1.4.3 For International Class A matches a 'Goal Line' shall be marked completely across the playing surface, at least 2 metres and no more than 3 metres (dependant on the size of the pitch) from each end of the pitch
For other Matches the goal line may be marked on the Pitch as above or solely inside the goal Crease.
- 1.4.4 For International Class A Matches a 'Goal Area line' shall be drawn completely across the playing surface and continued vertically up the side of the Boards, at least 5 metres and no more than 6 metres from the Goal Line. (The 6 metre measurement should only be used on larger pitches)
For all other Matches the Goal Area line may be marked as above or it may be an imaginary line between the two Face Off Spots on either side of the Pitch.
- 1.4.5 For International Class A Matches a 'Centre Line' shall be drawn completely across the playing surface and continued vertically up the side of the Boards exactly halfway between each end of the Pitch.
For all other Matches the centre line may be marked as above or it may be an imaginary line extending from the centre Spot to either side of the Pitch.
- 1.4.6 The Goal Crease (1 metre x 2.5 metres) shall be marked as follows: 1.25 metres on either side of the centre of the goal line, two lines, 1 metre in length shall be drawn at right angles to the goal line and point towards the halfway line. The ends of these lines furthest from the Goal Line shall be joined by another line.
- 1.4.7 The area between each end of the Pitch and the Goal Area line shall be called the Goal Area.
- 1.4.8 The Goalpost markers shall be marked as follows: 90 – 93cm (dependant on the width of the goal) on either side of the Goal Line, 2 lines 30cm in length shall be drawn at right angles across the Goal Line (15cm each side).
- 1.4.9 The Face Off Spots shall be marked as follows: 6 metres from the centre of the Pitch on the Goal Area line a line shall be drawn at right angles extending 20cm in each direction. (Also, a circle of 20cm radius can be drawn at the same position).
- 1.4.10 The Centre Face Off Spot shall be marked as follows: Midway along the centre line, a line shall be drawn at right angles to the centre line extending 20cm in each direction. (Also, a circle of 20cm radius can be drawn at the same position). In all circumstances where an imaginary centre line is used a line must be marked 20cm in each direction at right angles to and running through the centre of the Centre Face Off Spot.
- 1.4.11 Each Face Off Spot should be surrounded by a circle (or broken circle) of 3 metres radius (Free Hit distance line).
- 1.4.12 The Referees Crease shall be marked as follows: A semi circle of 2m radius shall be drawn with its centre touching the Board immediately in front of the Timekeeper's position.

1.5 PLAYERS BENCHES

- 1.5.1 Each Pitch shall be provided with seats or Benches to accommodate 18 Players and 3 Officials of each Team. The accommodation provided, shall be uniform for both Teams, and shall be placed immediately alongside the Pitch as near to the centre of the Pitch as possible, and separated from each other. All doors into the Players' Benches shall swing away from the Pitch.
- 1.5.2 No other person except the 18 Players and the three Team Officials who must have been registered on the Match Team List sheet before the Game shall be permitted to occupy the Players Bench area.
- 1.5.3 Each Team should use the same Team Bench for the whole of the Game. The first named Team on the Match sheet has the right to choose the Bench.
- 1.5.4 The Players Bench area must be separated from the spectators.

1.6 PENALTY BOX

- 1.6.1 The Penalty Boxes should be on the opposite side of the Pitch to the Player's Benches and should be separated by the Timekeeper's Box. The Penalty Boxes shall have seats or Benches to accommodate penalised Players.
- 1.6.2 The Penalty Boxes shall be situated as close to the centre of the Pitch as possible. All doors to the Penalty Box shall swing away from the Pitch and shall not lie within the Referee's Crease.
- 1.6.3 The Penalty Boxes shall be separated from the Player's Benches and the spectators.
- 1.6.4 For International Class A Matches rules 1.5 and 1.6 must apply. For all other Matches if a combination of Boards and flush wall are used, the Players Benches should be at each end of the Pitch and the Penalty Boxes and Timekeepers Box should be as near to the centre of the Pitch as possible.

1.7 TIMEKEEPERS BOX

- 1.7.1 The Timekeepers box should be on the opposite side of the Pitch to the Players Benches and should be situated at the centre of the boards with the Penalty Boxes on each side and must be separated from the Spectators.
- 1.7.2 The Timekeepers box should have a table and chairs to accommodate both of the Timekeepers and the Technical Director.

1.8 PITCH LIGHTING

- 1.8.1 The lighting on all Pitches must be sufficient so that all Players, Officials and spectators may conveniently follow play at all times.
- 1.8.2 If in the opinion of the Referees, there is not sufficient light to continue the Game, the Referees shall have the authority to postpone the remainder of the Game or take time out pending the necessary improvement to the lights.
- 1.8.3 If one Team is being handicapped to a greater extent by failure of lights and in the opinion of the Referees, the Game should not be cancelled, they shall have the authority to alternate the Teams so that each Team will play the same amount of time in each end of the Pitch.

1.9 DRESSING ROOMS

- 1.9.1 Each Pitch shall provide suitable dressing rooms equipped with toilet and shower with sufficient space for 18 persons with equipment, for the use of the Teams.
- 1.9.2 Each Pitch shall provide a suitable dressing room equipped with toilet and shower for the use of the Match Officials.
- 1.9.3 No unauthorised person shall be allowed to enter the Official's dressing room, before, during or immediately after a Game.

For any infraction of this rule:

Red Card or Black Card on a Player or Team official and a report must be written by the Referee(s) and/ or Technical Director.

Immediate expulsion from the venue for any other persons.

1.10 EXEMPTIONS

- 1.10.1 Exemptions from the rules 1.1 to 1.9.2 are permissible upon application to the IISHF with regard to International Matches, or by the National Associations with regard to all other Games.
- 1.10.2 For International Matches or Tournaments all the Teams, taking part must be informed of any exemptions, in writing a minimum of four weeks beforehand.

2. MATCH EQUIPMENT

2.1 GOALS

- 2.1.1 The Goal Cage must be made of wood, metal, or synthetic material of strong enough construction to withstand impact from Players. The Goal Cage must not be fixed to the ground, allowing the goal cage to move on impact from the Players.
- 2.1.2 The Goal Cage shall be positioned so that the front of the goal posts are level with the front of the goal line and on the goal post markers.
- 2.1.3 The inside measurements of the Goal Mouth shall be 1.22 metres high and 1.83 metres wide. These measurements can be plus or minus 3cm. Both goals must be the same size.
- 2.1.4 The Goal Posts and Cross Bar shall be square or round in cross section, with a minimum measurement of 3 cm and a maximum of 6cm. All Posts and Cross Bar must be of one standard thickness and must not have any sharp edges
- 2.1.5 The distance from the front of the Goal Post to the rear of the Cage at floor level shall be a minimum of 50cm and a maximum of 1 metre. At Cross Bar level a minimum of 20cm and a maximum of 50 cm.
All Goals shall be constructed so that the floor level measurement shall always be a minimum of 30 cm larger than the measurement at Cross Bar level.
- 2.1.6 The back, sides and the top of each Goal shall have attached a net constructed in such a manner as to keep the ball within the confines of the Goal. The mesh used must not allow the ball to pass through.
- 2.1.7 The Goal Posts, Cross Bar and supporting framework shall be painted in a colour easily distinguishable from the playing surface and the Boards. Red shall not be used if either the playing surface or Boards are green.
- 2.1.8 The Goal must be equipped with Drop Nets.

2.2 BALL

- 2.2.1 The IISHF shall determine the Official ball to be used for all Inline Skater Hockey games.

2.3 MATCH EQUIPMENT

2.3.1 For each Match the Host should provide:

Pitch*
 Adequate Boards (rule 1.3)*
 Official Skater Hockey Pitch markings*
 A set of two goals which comply with the size regulations*
 A minimum of two Team changing rooms
 An Officials changing room
 Players Benches, Timekeepers Box and Penalty Boxes (as described in rules 1.5, and 1.6)*
 Two approved Timekeepers*
 Approved IISHF Skater Hockey balls in sufficient quantity (minimum 10 balls)*
 A measuring tape a minimum of 2 metres in length
 Two Stop Watches / Time Clocks *
 A Horn or similar
 Two Referee whistles
 Two sets of Referee cards
 Match report*
 Supplementary sheets
 A manual score board
 A Public Address system
 A First Aid kit (Box) fully equipped to National standards
 A person with a current First-aid qualification should be available at all Matches at all times

2.3.2 If the Host fails to provide any of the following (*)

Pitch
 Adequate Boards
 A set of two goals which comply to the size regulations
 A time clock
 One IISHF Match Report
 One approved IISHF ball
 One approved Timekeeper
 Official Inline Skater Hockey Pitch markings
 Players Benches, Timekeepers Box and Penalty Boxes (rules 1.5 and 1.6)

Not more than 15 minutes after the scheduled start of a Match, (5 minutes for Tournaments) the Match will be called off and regarded as non-participation by the Host Club or Team. The Referees must note the missing item(s) on the supplementary sheet and the Host Club or Team will be subject to Penalties under the Disciplinary Regulations of the National Governing Body or IISHF Disciplinary Regulations for International Games, Tournaments and Events

2.3.3 If the Host provides all of the items in 2.3.2 above, but if the Host fails to provide any other items in 2.3.1 other than those provided for in 2.3.2 not more than 15 minutes after the scheduled start of a Match (5 minutes in Tournaments) the Match will take place in any case. The Referees must list each missing item (s) on the supplementary sheets. The Host Club or Team will be subject to Penalties under the Disciplinary Regulations of the National Governing Body or IISHF Disciplinary Regulations for International Games, Tournaments and Events.

2.3.4 For International Matches/Tournaments/Events the Pitch is to have a visible Time Clock and Scoreboard, for the use of the Timekeepers to keep the Players, Officials and spectators informed as to all time elements at all stages of the Game.
 Failure of the Host to provide will result in Penalties under the Disciplinary Regulations of the National Governing Body or IISHF Disciplinary Regulations for International Games, Tournaments and Events.

3. OFFICIALS

3.1 APPOINTMENT OF OFFICIALS

3.1.1 For all A Class Matches and Tournaments there shall be appointed for each Game by the IISHF:

- One Technical Director
- Two Referees
- Two Timekeepers
- One Kitchcheck Referee
- Two Penalty Box Stewards
- Two Goal Judges (recommended)

3.1.2 For all other International Matches and Tournaments there shall be appointed by the IISHF/NGB:

- One Technical Director
- Two Referees
- Two Timekeepers
- One Kitchcheck Referee
- Two Penalty Box Stewards

3.1.3 For all other Matches:

- Two Referees
- Two Timekeepers

Shall be the minimum number of Game Officials.

The Proper Authorities in whose territory the Game is being played shall appoint the Match Officials. The Referees cannot be active or passive members of clubs or Teams taking part in the Game.

The Guest Teams are allowed to request to provide a Timekeeper, but must make this request at least 30 minutes before the Game.

The Match Officials should perform their duties during the whole Game.

3.1.4 If no authorised Referees have been appointed or that the appointed Referees do not appear, the Referees may be chosen by mutual agreement between the two competing Teams.

3.1.5 The Chief Referee/Technical Director is authorised to speak to the appointed Officials during intervals/stoppages of a Match in progress.

3.1.6 For Tournaments the Technical Director is authorised to speak to the appointed Officials during intervals/stoppages of a match in progress.

3.2 TECHNICAL DIRECTOR

- 3.2.1 The Technical Director has full jurisdiction over all Game Officials except decisions made by the referees during a game. The Technical Director has full authority, on matters relating to safety and game equipment.
- 3.2.2 All IISHF Matches and Tournaments must have an appointed Technical Director who must speak English. The Technical Director must be an International Referee grade A or B
- 3.2.3 The Technical Director is responsible for briefing all officials.
- 3.2.4 The Technical Director must ensure that all Game officials are dressed correctly in the IISHF/NGB approved uniform and are equipped with the official IISHF/NGB equipment.
- 3.2.5 The Technical Director must be available to assist and advise referees and timekeepers during games.
- 3.2.6 The Technical Director must monitor the performance of all Officials during the event, and take any corrective action that may be required.
- 3.2.7 The Technical Director is responsible for checking that the pitch and the venue are safe and that the Pitch is clean and correctly marked.
- 3.2.8 The Technical Director is responsible for checking that all match equipment is available and complies with the IISHF Rules of the Game and is in good order. He/ She must record the result of the check on the supplementary sheet of the Match report.
- 3.2.9 The Technical Director is responsible for checking that all the timing devices are in good order and that all match sheets and other administration is prepared.
- 3.2.10 The Technical Director is responsible for ensuring that an area is designated for Kit checking and shall ensure that all Kit checking is completed correctly.
- 3.2.11 The Technical Director must check that a qualified First aid person is available throughout the event.
- 3.2.12 The Technical Director must check that all match reports, game sheets, and any supplementary sheets are completed correctly.
- 3.2.13 The Technical Director is responsible for ensuring that all paperwork is distributed to the correct authorities at the end of the event.
- 3.2.14 For Tournaments: The Technical Director must arrange at least one officials meeting prior to the event starting, and must inform all Officials in advance of the date, venue and the time of such meeting. He/She can arrange further meetings throughout the event if required. The Technical Director is responsible for obtaining the playing schedule from the Host and must schedule the officials on to the games. This schedule must be distributed to the Officials at the Officials meeting.

3.3 REFEREES

- 3.3.1 The Referees shall have total supervision of the Game, and shall have full control of all Game Officials and Players during the Game including stoppages. They are the sole judges of fact and law and in the case of any dispute regarding time, or any other dispute their decision shall be final and binding.
- 3.3.2 After the end of the Game, the Referees shall immediately retrieve the ball .The Referees shall remain on the Pitch at the end of each period and at the end of the Game until all of the Players have shaken hands and left the Pitch (infringement Rule: 8 28.9)
- 3.3.3 For Tournaments the Technical Director/Referees, power of jurisdiction shall be for the duration of the event.
For all other Matches, the Technical Director/Referees power of jurisdiction shall extend from 30 minutes before the published time of the start of the Game until all Players have departed the venue.
- 3.3.4 For all International Games, all Referees must be dressed in the IISHF approved uniform (IISHF approved Black and White Referee shirt and approved long black trousers and when not working must wear the IISHF approved Track Suit) and shall be equipped with efficient skates, the Official Penalty cards, one approved Referee whistle and must produce an Official Referee pass. All Referees must wear an approved certified black or a white helmet (Rule 5.6.1). Referees who wear spectacles must wear a black or white helmet fitted with a half visor.
- 3.3.5 No Referee may wear or carry anything dangerous onto the Pitch.
- 3.3.6 Any Jewellery or metal objects attached to a Referees body must be removed where possible, if it is not possible to be removed it must be taped
- 3.3.7 Metal objects other than that forming part of the approved equipment is forbidden.
- 3.3.8 Referees with long hair must ensure that it is suitable restrained.
- 3.3.9 The Referees (If there is no Technical Director present) must check before each Game that the host has provided the required Pitch and Match equipment. They must record the result of the check on the supplementary sheet of the Match report.
- 3.3.10 The Referees shall order the Teams on to the Pitch at the appointed time for the beginning of the Game, if a team fails to turn up or refuses to start, (Rule 8.22.1) the referees must write a report and forward it to the proper authorities. The penalties in rule 8.22.1 will apply.
- 3.3.11 The Referees shall, before starting the Game, see that the appointed Game Officials are in their respective positions, and satisfy themselves that the timing and signalling equipment are in order.
- 3.3.12 Referees must not give any instruction or advice to either Team before the Game.
- 3.3.13 During the Game, a Referee must not consult with any person other than the other Referee or any other Official, but only on a point of fact relating to that Officials function.
- 3.3.14 A Referee can alter a decision, if the decision was given before he/she spoke with the other Referee. A Referee cannot alter a decision after the game has re started.
- 3.3.15 The Referees shall inform the Timekeepers of the number of the Players scoring and assisting each Goal.

- 3.3.16 The Referees must indicate a time Penalty, by use of the Official signals to the offending Player/s. They must indicate the time Penalty imposed and the infringement. The Referees must then inform the Timekeepers by use of the Official Signals or verbally, the number of each Player against whom a Penalty is imposed, the duration of the Penalty and the infringement
- 3.3.17 The Referees shall not discuss verbally the reasons for awarding a Penalty to anyone except the Technical Director and the other Referee. They shall simply show the hand signal for the Penalty given. The Referees shall not enter into any discussion with anyone regarding decisions he/she has made.
- 3.3.18 Immediately after the end of the Game, the Referees and Timekeepers shall check and sign the Match report and supplementary sheets. In case of any Red or Black Cards, injury, non-participation etc, the Referees must immediately write a report on the supplementary sheet giving all details and must forward the report to the Proper Authorities.

3.4 KITCHECK REFEREE

(The Kitcheck Referee can be the Match Referee)

The Kitcheck Referee is responsible for the following:

- 3.4.1 Before the start of a game obtain from the Team Official or the Team Captain a completed Match Team list Sheet of the players taking part in the Game and also the names of the Captain and Assistant Captain and he/she must ensure that a C or A as appropriate is placed against their names.
- 3.4.2 Check that all players numbers are correct on the Match Team list Sheet
- 3.4.3 Check that all players are wearing the correct safety equipment and note on the Match Team List Sheet that the player has been successfully checked. In the case of any failures these must be noted on the match team list sheet. All failures must be corrected by the player and must be re checked by the Kitcheck Referee and noted as a successful check before the player is allowed to go to the Pitch.
- 3.4.4 Ensure that the Match Team List Sheet is signed by a Team official or the Team Captain.
- 3.4.5 Ensure that the Timekeepers receive the completed Match Team List Sheet before the start of the Game.

3.5 TIMEKEEPERS

The Timekeepers are responsible for the following:

- 3.5.1 Before the start of the Game obtaining from the Kit Check Referee, a completed Match Team List sheet of the Players taking part in the Game, and must check that all players have been successfully checked. The Timekeepers must check the names of the Captain and Assistant Captain and ensure that a C or A as appropriate, is placed against their names on the Match sheet.
- 3.5.2 Recording the starting and finishing of each Game and actual playing time during the Game using the timing device.
 Run one stopwatch as a backup in case of failure of the main device.
 Signal by use of sound device the end of each period and time outs
 Allowing the fixed interval between periods and the interval for time outs
 Announcing with an alternate sound device when two minutes remain in the final period of the Game and in the final period of overtime.
 Ensuring that the Game clock is stopped when the Referee blows his whistle in the final two minutes of the Game and in the last two minutes of the final period of overtime.
 Announcing the end of the game by the use of the main sound device
- 3.5.3 Recording all Penalties imposed by the Referees (including the number of the Players penalised, the duration of the Penalty, the time at which each Penalty was imposed and for what offence).
 Ensuring that the time served by the penalised Players is correct and that they are released from the Penalty Box at the Proper time.
 Informing the penalised Player when he/she has 15 seconds until the expiry of his/her Penalty.
 Advising the Referees when a Player has received a second Major or second Misconduct Penalty in the same Game, if a Match Misconduct Penalty has not already been awarded.
 Keeping a record of the goals scored the scorer and their assistants on the Match report.
- 3.5.4 Drawing to the attention of the Referees any abuse or Misconduct by any person to any of the off Pitch Game Officials.
- 3.5.5 Prepare the Match report for the signature of the Referees, the Team Captains and Technical Director.
- 3.5.6 All Timekeepers must be impartial and maintain good conduct at all times.

3.6 PENALTY BOX STEWARDS

- 3.6.1 The Penalty Box stewards shall be responsible for :
 On the instruction of the Timekeeper, release penalised Players from the Penalty Box.
 Ensuring that the penalised Players remain seated in the Penalty Box for the duration of the Penalty.
 Reporting to the Timekeeper any Misconduct Penalty or abuse by the penalised Player.
 All Penalty Box Stewards must be impartial and maintain good conduct at all times.

3.7 GOAL JUDGE

- 3.7.1 There shall be one Goal Judge at each goal. They shall not be members of either Team engaged in the Game, nor shall they be replaced during its progress. If, after the commencement of the Game, it becomes apparent that either Goal Judge because of partisanship or any other cause is guilty of giving unjust decisions, the Referee may appoint a replacement.
- 3.7.2 Goal Judges shall be stationed behind the goals, immediately outside the Boards, during the progress of play. They shall not change ends during the Game.
- 3.7.3 The Goal Judge shall decide only if the ball has passed between the goal posts, and under the crossbar, and then give the appropriate signal. It is not part of the goal judges duty to decide if a goal has been legally scored. A Referee is the only person who can award a goal.

3.8 PROPER AUTHORITIES

- 3.8.1 The term 'Proper Authorities' as applied under these rules is defined as: for International events the IISHF. For other events, the National Governing Body of the Games involved. For Tournaments the National Governing Body can delegate their power to the Tournament Organisation Committee.

4. TEAMS

4.1 AGE LIMITS

4.1.1 MEN/WOMEN

A Player who on completion of the current calendar year is 19 years of age or over.

4.1.2 JUNIOR

Upper limit: A Player who on completion of the current calendar year is 18 years of age.
Lower limit: A Player who on completion of the current calendar year is 16 years of age.

4.1.3 YOUTH

Upper limit: A Player who on completion of the current calendar year is 15 years of age.
Lower limit: A Player who on completion of the current calendar year is 13 years of age.

4.1.4 PEE WEE

Upper limit: A Player who on completion of the current calendar year is 12 years of age.
Lower limit: A Player who on completion of the current calendar year is 10 years of age.

4.1.5 MINNOW

Upper limit: A Player who on completion of the current calendar year is 9 years of age.

4.1.6 All Players in the Junior, Youth, Pee Wee and Minnow age groups are allowed to play into the next higher age group.

For Tournaments, Players who are playing up into a higher age group are not permitted to play for both Teams on the same day and must play in the Team of their correct age group.

PENALTY: The score will stay the same but the offending team will be subject to penalties under the Disciplinary Regulations of the National Governing Body or IISHF Disciplinary Regulations for International Games, Tournaments and events.

4.1.7 Girls/Women are allowed to play in a Men's Team of their own age group. If a woman is playing in a Men's Team and a Women's Team and there is an overlapping of Games, she must play in the Women's Team.

PENALTY: The score will stay the same but the offending team will be subject to penalties under the Disciplinary Regulations of the National Governing Body or IISHF Disciplinary Regulations for International Games, Tournaments and events.

4.1.8 Exceptions to rules 4.1.1 to 4.1.6 can only be made after approval by IISHF for International Matches and by the National Governing Body for other Matches.

4.2 TEAM COMPOSITION

4.2.1 The maximum number of Players that may be registered as members of a Team for any Game is 18.

For International Matches the minimum number that shall be registered is 8 (7 outfield players and 1 goalkeeper).

These Players must be kitted up and be on the Players Bench or on the Pitch.

An exception is only possible if under proven force majeure.

4.2.2 Each team, exception Mens/ Women's teams, must have at least one Bench Official.

4.2.3 All Team Bench Officials must be 18 years or over.

4.2.4 All Players and Team Officials must be registered members of their National Association.

4.2.5 At least 30 minutes before the start of each Game, a Team Official or the Captain of a Team shall submit, to the Timekeeper or Competition Secretary as appropriate, all licence cards and a list of Players who shall be eligible to play in that Game, in the following order:

- Captain and Assistant Captain
- Goalkeepers
- Outfield Players
- Team Bench Officials

Indicating all shirt numbers and licence/membership card numbers.

A Team Official or the Team Captain from each Team must sign the Match Sheet to confirm the Team lists, before the start of the Game. The Referees may only start the Game when a Team Official or the Captain from each Team have signed the Match sheet.

The licence /membership cards must be produced for checking and shall remain at the Timekeepers desk for the duration of the Game. Once the Game has started, no other Players can be added to the Match Report.

If a Player who is not listed on the Match Report participates in a Game, and the omission was a genuine error, then the score at the end of the Game will stand. In the case of a dispute regarding genuine error the matter will be referred to the Proper Authorities.

If a Player who is not listed on the Match report participates in a Game and the omission was not a genuine error or if an ineligible, banned or suspended Player participates in a Game, the non – offending Team shall win the Game and gain 2 points.

The score will be as follows: The Non Offending Team shall keep their score + 5 goals
The Offending Team shall have a score of 0

The Referees must write a report on the supplementary sheet giving full details of the occurrence.

4.2.6 The maximum number of Players of a Team that may be kitted up and play in any one Game is 18. Only these 18 Players plus 5 Team Officials may be on the Bench during a Game. (any person not kitted up to play will be deemed to be a bench official)

4.2.7 It is permissible to replace a Goalkeeper with an outfield Player at any time during a Match.

- 4.2.8 The maximum number of Players that may be on the Pitch whilst play is in progress is five (5), only one of these may be a Goal keeper. If at any time, a Team has more than 5 Players on the Pitch or the number, to which they are entitled by reason of Penalties:

PENALTY- A Minor Penalty shall be awarded against a Player of that Team who was on the Pitch at the time. The Captain shall nominate the Player.

- 4.2.9 The minimum number of Players of a Team that must be on the Pitch is three (3). If a Team cannot put the required number of Players on to the Pitch, due to Penalties, injury, absence or lateness, the Team shall forfeit the Game. The Game will be awarded to the non-offending Team and they will gain 2 points.

The score will be as follows:

The Non Offending Team shall keep their score + 5 Goals

The Offending Team shall have a score of 0

The Referees must write a report on the supplementary sheet giving full details of the occurrence.

4.3 TEAM CAPTAIN

- 4.3.1 Each Team shall appoint one Captain and he/she alone shall have the privilege of discussing with the Referees any questions relating to the interpretation of rules during a Game. A complaint about a Penalty is not a matter relating to the interpretation of the rules. The Referee shall on the first occasion, give any Captain not observing this rule a verbal warning. On the second and subsequent occasions, a Misconduct Penalty shall be awarded against him/her.
- 4.3.2 The Captain shall wear the letter C of a minimum of 10cm in height and in a contrasting colour to his shirt, and in a conspicuous position on the upper left front part of his/her shirt. If the letter C is not worn privileges under this rule will not be permitted.
- 4.3.3 Another Player in each Team shall be appointed as Assistant Captain and he/she shall wear the letter A on his/her shirt in the same position. Only if the Captain is not available due to injury or Penalty may the Assistant act as Captain.
- 4.3.4 Team Managers, Coaches and Goalkeepers are not permitted to be Captain or Assistant Captain.
- 4.3.5 The Captain and Assistant Captain of each Team shall be indicated on the Match report before the start of the Game.
- 4.3.6 Any Player (excluding Captain) who makes any protest or intervention with the Referees or Officials for any purpose shall be given a Misconduct Penalty.

5. PLAYERS DRESS AND EQUIPMENT

5.1 DANGEROUS OBJECTS

5.1.1 No Player may wear or carry anything dangerous onto the Pitch.

5.1.2 Any Jewellery or metal objects attached to a Player's body must be removed where possible, if it is not possible to be removed it must be taped.

5.1.3 Metal objects other than that forming part of approved equipment is forbidden.

PENALTY: For infringement of 5.1.1, 5.1.2 and 5.1.3 - Misconduct Penalty.

5.1.4 Players needing spectacles to play must use plastic or non-breakable lenses. The spectacles must be securely attached to the head, and full-face protection must be worn.

PENALTY: For infringement of 5.1.4 - Misconduct Penalty.

5.2 PLAYERS UNIFORM

5.2.1 All Players of each Team shall wear identical shirts, but these may not be Black/White or Black/Grey and must be worn completely outside of the Shorts or Trousers.

PENALTY: For Infringement Disciplinary Action by the NGB or the IISHF for International Matches.

5.2.2 Players may wear either padded Shorts and Socks or Girdle / padded Shorts covered with long Trousers.
For International Matches all Players in a Team (except the Goalkeepers) must all wear padded Shorts and Socks or all wear Trousers.

For International Class A Matches all Players must also wear identical helmets and identical Trousers / padded Shorts and Socks. (exception Goalkeepers).

PENALTY: For Infringement Disciplinary Action by the NGB or the IISHF for International Matches

5.2.3 In all Games where in the opinion of the Referee, the colours of the competing Teams are so alike that there is a risk of a miscall by the Referee, The away Team or second named Team on the Match report must change their shirts.

5.3 PLAYERS NUMBERS

5.3.1 Each Player in a team must wear an different number to the other players, on the back of the shirt and also on each arm, half way between the shoulder and the elbow. The number must be within 1 to 99 inclusive.

5.3.2 The number on the back of the shirt must have a minimum height of 20cm and the number on the arms must have a minimum height of 10cm.

PENALTY: For Infringement Disciplinary Action by the NGB or the IISHF for International Matches

5.4 GOALKEEPERS EQUIPMENT

5.4.1 Goalkeepers must wear the following equipment:

- Goalkeeper Helmet with full-face Goalkeeper mask (must meet approved certified International standards for Ice Hockey). (The face mask must not allow the butt end or blade of a stick to pass through it.)
- Full padded Neck and Throat protector
- Shoulder pads
- Chest pads
- Elbow pads) or Full Goalkeeper Body Armour incorporating these items
- Arm protectors
- Abdominal protector
- Protective Box
- Protective padded shorts (original padding must cover thighs, coccyx, hips and Kidneys).
- Goalkeepers leg pads
- Goalkeeper Blocking Glove
- Goalkeeper Catching Glove

All protective equipment other than the helmet, gloves, shorts and leg pads must be worn under the uniform.

5.4.2 With the exception of skates and stick all of the equipment worn by the Goal Keeper must be constructed solely for the purpose of protection to the head or body and must not include any garment or contrivance which would give the goalkeeper undue assistance in keeping goal.

5.4.3 Goalkeeper's leg pads must be a minimum of 3cm in thickness and must be to Ice and Inline Hockey manufacturers design.

5.4.4 Goalkeepers Blocking and Catching gloves must be to Ice and Inline manufacturers design with no modifications.

5.4.5 Full Goalkeeper Body Armour and the protective Box must all be worn underneath the uniform.

5.5 OUTFIELD PLAYERS EQUIPMENT

5.5.1 Players other than the Goalkeeper must wear the following protective equipment:

Players: Men/Women (rule 4.1.1)

- Helmet (must meet approved Certified International Standards for Ice Hockey)
- Elbow Pads
- Protective Box
- Protective padded shorts/girdle (original pads must cover thighs, coccyx, hips and kidneys)
- Knee and Shin Pads
- Protective padded Gloves

Players: All other age groups (rule 4.1.2, 4.1.3, 4.1.4, and 4.1.5)

- Helmet with full face cage/visor (must meet approved Certified International Standards for Ice Hockey)
- Elbow Pads
- Protective Box
- Protective padded Shorts/Girdle (original pads must cover thighs, coccyx, hips and kidneys).
- Knee and shin pads
- Protective padded gloves
- Padded Neck and Throat protector
- Shoulder and chest protector

- 5.5.2 Junior Players playing into the Men/Women age group must wear full junior protection.
- 5.5.3 All protective equipment excluding the Helmet, Gloves and throat protector must be worn underneath the uniform.

5.6 HELMETS

- 5.6.1 All helmets must meet approved Certified International Standards for Ice Hockey.
- 5.6.2 All helmets must have a manufactured chin strap and must be securely fastened. There should be room for the insertion of only one finger between the strap and chin.
- 5.6.3 Any Player whose helmet is not in order or whose chin strap is not properly fastened, shall, on the first occasion be given a verbal warning by the Referee (it is not required that the whistle is blown for this) on the second and subsequent occasion a Misconduct Penalty shall be awarded.
- 5.6.4 If the helmet is equipped with eye protection (half visor) the protection must be securely fixed to the helmet, it should not endanger Players and must not be modified in any way.
- 5.6.5 All cages fitted to helmets (including Goalkeepers) must not allow the blade or the butt end of a stick to pass through.

5.7 SKATES

- 5.7.1 Each Player must wear skates
- 5.7.2 Each skate must have wheels all of which must turn
- 5.7.3 The wheels and trucks must be securely attached to the boots.
- 5.7.4 Wheels must be made of urethane or other approved material
- 5.7.5 Toe and heel stops are permitted provided that they are of a light coloured material
- 5.7.6 All skates must be in good order and must not have any protrusions that could be a danger to other Players or cause damage to the Pitch surface.
- 5.7.7 All skates must have the correct number of wheels for which they were designed.

PENALTY: For infringement of 5.7.1 to 5.7.7 Misconduct Penalty.

5.8 STICKS

- 5.8.1 All Players must carry a stick, which shall be made of wood, or other approved material and must not have projections.
- 5.8.2 All sticks must have a butt end securely fitted. The butt end must not pass through any opening on a face cage.
- 5.8.3 The blade of an outfield Players stick shall be a minimum of 25 cm and a maximum of 32 cm from the heel to the end of the blade.
The minimum width of the blade shall be 5cm and the maximum width of the blade shall be 8cm measured at any point.
The curvature of the blade of the stick shall be restricted in such a way that the distance of a perpendicular line measured from a straight line drawn from any point at the heel to the end of the blade shall not exceed 3.0cm.

- 5.8.4 The maximum length of a goalkeeper's stick shall be 163 cm from the heel to the end of the shaft. The blade shall be a minimum of 28cm and a maximum of 39cm from the heel to the end of the blade. The minimum width of the blade shall be 5cm and the maximum width of the blade shall be 10 cm. The shaft must have a wide portion at the lower end. The minimum width of the wide portion of the shaft shall be 7cm and the maximum width shall be 9cm except at the heel, where it must not exceed 11.5cm. The wide portion of the shaft must not exceed 71cm from the heel. (Exception rule 8.6.2.and only until the next stoppage of play).
- 5.8.5 All shafts and blades must have a smooth finish with no sharp edges and no cracks or damage that could cause injury to other Players. Blades must not be cut or altered in any way.

5.9 ILLEGAL EQUIPMENT

- 5.9.1 All Players including goalkeepers must have all equipment checked before playing by a qualified Referee (Kitcheck Referee). Any equipment found to be faulty or illegal must be removed, repaired or changed to the satisfaction of the Referee. At a Tournament, Teams will only be kit Checked before their first game of the day.
- 5.9.2 It is illegal to have any part of the equipment hanging outside the uniform. Braces, long laces on gloves, etc must be kept in for safety and long hair must be suitably restrained to the satisfaction of the referee. It is not allowed to wear towels.
- 5.9.3 Any Players found to have any equipment not conforming to the rules by the Match Referee. Failure to obey the Match Referees order,

PENALTY: For infringement Misconduct Penalty, against the offending Player.

6. STARTING THE GAME

6.1 FACE OFF

- 6.1.1 Face-offs are taken on the Centre Spot to commence a Match, after a goal is scored and to start subsequent periods.
- 6.1.2 All other Face Offs (unless provided for in these rules) shall be taken at the nearest Face Off spot, or at a point on an imaginary line between a Face Off spot at each end of the Pitch and running parallel to the sides of the Pitch, and at the point nearest to where the ball was last touched. No Face Off shall take place closer to either goal than the Goal Area line.
- 6.1.3 During a Face Off, two opposing Players shall stand squarely facing their opponent end of the Pitch. Their sticks must be held with both hands, in front of their bodies. The full length of the blade must be touching the Pitch. The blades of the sticks must be on the outside of the Face Off Spot, and must be a distance of 40cm apart.
- 6.1.4 All Players must have both feet and the blade of the stick on their own side of an imaginary line running through the Face Off Spot, parallel to the Goal line.
- 6.1.5 No movement of the Players taking the Face Off is allowed until the ball has touched the Pitch.
- 6.1.6 No other Player is allowed within 3 metres of the Players taking the Face Off until the ball has been played.

PENALTY: For any infringements rules 6.1.1 to 6.1.6 on the first occasion the Referee will call for a change of player(s). In the second and subsequent instances a Minor Penalty shall be given to the offending Player.

7. PENALTIES

7.1 FREE HIT

7.1.1 A Free Hit shall be taken from the position indicated by the Referee by a member of the non-offending Team.

A Free Hit shall be taken at the Face Off Spot or at a point on an imaginary line between the Face Off Spots at each end of the Pitch and running parallel to the sides of the Pitch, at a point nearest to where the infringement occurred. No Free Hit shall take place closer to either goal than the goal area line.

7.1.2 The Free Hit shall be taken within a maximum of 3 seconds after the Referee has blown his/her whistle.

PENALTY: For infringement: Free Hit to the opposing Team.

7.1.3 All Players of the offending Team must be a minimum of 3 metres from the ball until the ball is played.

PENALTY: For infringement: In the first instance, - verbal warning (re-take Free Hit).
Second and subsequent instances – Minor Penalty on Offending Player (re take Free Hit)

7.1.4 The Player taking the Free Hit must play the ball with his stick and may not play the ball again until it has touched or been touched by another Player of either Team.

PENALTY: For infringement Free Hit to the opposing Team.

7.1.5 All Players of the Non-Offending team may be in any position on the pitch.

7.1.6 A goal may be scored direct from a Free Hit.

7.1.7 The Referee will only blow his whistle and award a free hit if the non-offending team lose possession of the ball as a direct result of an infringement.

7.2 MINOR PENALTY (2 MINUTES)

7.2.1 For a Minor Penalty, the Player (except Goalkeepers) on whom it has been imposed shall go to the Penalty Box and remain there for 2 minutes elapsed time on the Game clock.

7.2.2 When a Player has been awarded a Minor Penalty (exception on a delayed Penalty). The Player must not be replaced on the pitch by another Player, the Team must play short handed.

7.2.3 If while a Team is short-handed by one or more Minor Penalties, the opposing Team scores a goal, the first imposed Minor Penalty shall automatically terminate. This rule shall also apply if the goal was scored on a Penalty shot, (except in rule 7.2.4 and excluding a Penalty shoot out). Major Penalties, Misconduct Penalties and Match Penalties must always be served in full.

7.2.4 If a rule infringement results in a Minor Penalty and a Penalty shot the Minor Penalty must be served even if a goal results from the Penalty shot.

7.2.5 Short handed means that the Team must be below the numerical strength of its opponents on the Pitch due to Penalties.

7.3 MAJOR PENALTY (5 MINUTES)

- 7.3.1 For a Major Penalty the Player on whom it has been imposed shall go to the Penalty Box and shall remain there for 5 minutes elapsed time on the Game clock. A Major Penalty must always be served in full.
- 7.3.2 When a Player has been awarded a Major Penalty (exception delayed Penalty) The Player must not be replaced on the Pitch by another Player, the Team must play short handed.

7.4 MISCONDUCT PENALTY (YELLOW CARD 10 MINUTES)

- 7.4.1 For a Misconduct Penalty (showing of the yellow card by the Referee) the Player on whom it has been imposed shall go to the Penalty Box and remain there for 10 minutes elapsed time on the Game clock.
A Misconduct Penalty must always be served in full.
- 7.4.2 A substitute Player is permitted to go on to the Pitch immediately replacing the Player serving the Misconduct Penalty.
- 7.4.3 A Player whose Misconduct Penalty has expired shall remain in the Penalty Box until the next stoppage of play.
- 7.4.4 When a Player receives a Minor or Major Penalty and in addition a Misconduct Penalty at the same time, the penalised Team shall immediately put a substitute Player in the Penalty Box and he/she shall serve the Minor or Major Penalty without change. The substitute Player must return to the Pitch but only after the expiry of the Minor or Major Penalty. The Misconduct Penalty shall commence immediately after the expiry of the Minor or Major Penalty. The offending Player must remain in the Penalty Box during the whole duration of the Minor or Major Penalty and his/her Misconduct Penalty.

7.5 RED CARD

DURING A GAME

- 7.5.1 A Red Card Penalty during a game (showing of the Red card by the Referee) involves the suspension of a Player for the remainder of the Game and the offender shall be ordered to the dressing room immediately. The Player is suspended from playing for 2 further Games. He/She may then play again.
For International games the player will receive a fine from the IISHF. For Domestic games the NGB Disciplinary rules on any further punishment will apply.
- 7.5.2 The penalised Team shall immediately put a substitute Player in the Penalty Box and he/she shall serve without change 5 minutes elapsed time on the Game clock. These 5 minutes must always be served in full. If a Player has received a Minor or a Major Penalty as well as a Red Card Penalty, the substitute Player must serve both the Minor or the Major Penalty and the Red Card Penalty in succession.
- 7.5.3 If a Team Bench Official or non playing Manager or non playing Coach receives a Red Card Penalty he/she shall be ordered from the playing area immediately (The Team will not incur a 5 minute penalty) and cannot return to the Team Bench for a further 2 matches. He/She may then return to the Team Bench. For International games the Team Bench Official will receive a fine from the IISHF. For Domestic games the NGB Disciplinary rules on any further punishment will apply.

OFF PITCH

- 7.5.4 A Player or Bench Official who receives a Red Card Penalty off pitch will be suspended from taking part in the next 2 games that his/her team play. They may then return to their team and play again. The team will not incur a 5 minute Penalty. For International games the Player or Team Bench Official will receive a fine from the IISHF. For Domestic games the NGB Disciplinary rules on any further punishment will apply.

7.6 BLACK CARD**DURING A GAME**

- 7.6.1 A Black Card Penalty (showing of the Black Card by the Referee) involves the suspension of a Player for the remainder of the Game and the offender shall be ordered to the dressing room immediately. The Player cannot play in any further games until the proper Authorities have dealt with his /her case (Disciplinary Hearing). For IISHF games the player will receive a fine from the IISHF and possible suspension for a period of time. For Domestic Games the NGB Disciplinary Rules and punishments will apply.
- 7.6.2 The penalised Team shall immediately put a substitute Player in the Penalty Box and he/she shall serve without change 5 minutes elapsed time on the Game clock. These 5 minutes must always be served in full. If a Player has received a Minor or a Major Penalty as well as a Black Card Penalty, the substitute Player must serve both the Minor or the Major Penalty and the Black Card Penalty in succession.
- 7.6.3 If a Team Bench Official receives a Black Card Penalty he/she shall be ordered from the playing area immediately and may not return until the proper Authorities have dealt with his /her case (Disciplinary Hearing). For International games the player will receive a fine from the IISHF and possible suspension for a period of time. For Domestic Games the NGB Disciplinary Rules and punishments will apply. The team will not incur a 5 minute penalty.

OFF PITCH

- 7.6.4 A Player or Bench Official who receives a Black Card Penalty off pitch will be suspended from playing or taking part in any game until such time as the proper Authorities have dealt with his /her case (Disciplinary Hearing) For International games the player will receive a fine from the IISHF and possible suspension for a period of time. For Domestic Games the NGB Disciplinary Rules and punishments will apply. The team will not incur a 5 minute penalty.

7.7 GOALKEEPERS PENALTIES

- 7.7.1 Goalkeepers receiving a Minor Penalty shall continue to play in Goal and a Player chosen by the Team captain shall go directly to the Penalty Box to serve the Penalty.
- 7.7.2 Goalkeepers shall serve all other time Penalties awarded against them.
- 7.7.3 If another Goalkeeper replaces the penalised Goalkeeper, the Team captain shall nominate a Player from the Pitch, who shall also go to the Penalty Box, so as to reduce their playing strength to the correct number. (Exception Misconduct)
- 7.7.4 On completion of the Penalty, if the penalised Goalkeeper has not been replaced by another goalkeeper the penalised goalkeeper may leave the Penalty Box and rejoin the Game immediately.
(Exception Misconduct).
- 7.7.5 On completion of the Penalty if another goalkeeper has replaced the penalised goalkeeper, he shall remain in the Penalty Box until the next stoppage of play. The additional Player who accompanied the goalkeeper to the Penalty Box shall be released to rejoin the Game immediately.
- 7.7.6 If a Penalty shot is awarded, as a result of an offence committed by a Goalkeeper receiving a time Penalty (except a Minor Penalty) he/she must go directly to the Penalty Box before the Penalty shot is taken.
- 7.7.7 When a Penalty (except for a Minor Penalty) is awarded against a Goalkeeper or the goalkeeper shall be injured and no Player is correctly kitted up as a replacement a maximum period of 5 minutes is allowed for a replacement Goalkeeper to be kitted up. An outfield Player from the Team may exchange all of his dress and equipment with the goalkeeper during the 5 minutes. After the 5 minutes has elapsed, if the substitute Goalkeeper is still not kitted up, the Game shall re-start with 4 outfield Players or the number to which the team are entitled due to other penalties. The substitute Goalkeeper may replace one of the Players on the pitch when he/she is kitted up.
The original Goalkeeper must go to the Penalty Box. If he/she has changed equipment with an outfield Player he /she cannot go to the Penalty Box until completely kitted up as an outfield Player and the Penalty time will not start until he/she goes into the Penalty Box. When his/her Penalty time has elapsed he/she may return immediately to the Pitch. The Original Goalkeeper may exchange his equipment again with the substitute Goalkeeper but another period of 5 minutes will not be allowed for this.

7.8 OUTSTANDING TIME PENALTIES

- 7.8.1 All outstanding Penalties at the end of any period of play shall continue into the next period.
- 7.8.2 Where the rules of the Competition require periods of extra time, all outstanding Penalties shall continue in to the next period of extra time.
- 7.8.3 Players or Goalkeepers with outstanding Penalties at the end of a Game (including extra time) are not allowed to take part in a Penalty shoot out.

7.9 LEAVING THE PENALTY BOX

7.9.1 All Players leaving the Penalty Box, having served a time Penalty must go directly on to the Pitch.

PENALTY: For an infringement - Minor Penalty on offending Player

7.9.2 Players serving a time Penalty may return to their Team Bench during a time out or period break but must return to the Penalty Box before the game re starts.

PENALTY: For an infringement - Minor Penalty on offending Player

7.9.3 Players must not leave the penalty box and return to the pitch until their time penalty has elapsed or been terminated.

PENALTY: For an infringement - Minor Penalty on offending Player.

7.9.4 Players serving a time Penalty must sit quietly in the Penalty Box and may not speak to anyone except the Game Officials.

PENALTY: For an infringement Misconduct Penalty or Match Misconduct Penalty or in severe cases Red card or Black Card.

7.9.5 No Player except on the expiration of his/her Penalty may leave the Penalty Box when there is a dispute on the Pitch.

PENALTY: For infringement Red Card Penalty or Black Card Penalty

7.10 PENALTY SHOT

7.10.1 The Game clock must be stopped during any Penalty shot.

7.10.2 Any Player of the non-offending Team except goalkeepers and Players in the Penalty Box may take a Penalty shot.

7.10.3 The Penalty shot will commence after the ball is placed on the Centre spot and the Referee blows the Whistle.

7.10.4 The Penalty taker has 10 seconds from first touching the ball to completing the shot at the goal.

7.10.5 The defending Goalkeeper must remain within their own goal crease until the Penalty taker touches the ball. In the event of an infringement the Referee will raise his arm in the air (Delayed call of Penalty)

PENALTY: On the first occasion – Continue the Penalty shot and repeat if a goal is not scored

On the second occasion – Minor Penalty on the Goalkeeper.

On the third occasion – Goal automatically awarded.

7.10.6 Once the Penalty taker has touched the ball the Goalkeeper may advance but must remain behind the Goal Area line. In the event of an infringement the Referee will raise his arm in the air (Delayed call of Penalty)

PENALTY On the first occasion - Continue the Penalty shot and repeat if a goal is not scored.

On the second occasion - Minor Penalty on the goalkeeper.

On the third occasion - Goal automatically awarded.

- 7.10.7 The Goalkeeper may attempt to stop the shot in any manner within these rules, except by throwing their stick or any other object in which case a goal shall be awarded.
- 7.10.8 The Penalty taker must remain between the halfway and the goal line and proceed towards their opponent's goal, they must not turn through 360 degrees to cross their own track.
- PENALTY** For an infringement – Penalty Shot disallowed. Face off at the face off spot nearest the attacking Team goal.
- 7.10.9 Once the ball has been shot, the play shall be considered complete. No goal can be scored by a second shot from a rebound of any kind.
- 7.10.10 All Players except the defending goalkeeper and the Penalty taker must remain in the opposite half of the Pitch, behind the goal line or on the Players bench, until the Penalty has been completed. In the event of an infringement the Referee will raise his arm in the air (Delayed call of Penalty)
- PENALTY** For an infringement by the defending Team when a goal has been scored – No Penalty
 For an infringement by the defending Team when a goal has not been scored – Re- take the Penalty.
 For an infringement by the attacking Team – Face Off at the face off spot nearest the attacking Team goal. (Penalty Shot disallowed)
- 7.10.11 A Penalty shot is finished when:
- A goal is scored
 - The goalkeeper saves the ball
 - The ball crosses the goal line
 - An infringement under 7.11.5, 7.11.6 occurs.
 - 10 seconds has elapsed
 - An infringement of rule 7.11.8
- 7.10.12 When a goal is scored from a Penalty shot, play will restart from the centre spot with a Face Off
- 7.10.13 When a Penalty shot is saved or misses the goal, play will re-start with a Face Off from one of the Face Off spots adjacent to the defending goal.
- 7.10.14 When the end of a period is signalled (half or full time) and a Penalty shot has been awarded, the Penalty shot shall be completed before the time signal is observed.

7.11 DELAYED PENALTIES

- 7.11.1 If a third Player of any Team is penalised with a Minor, Major or Match Penalty (nominated player), while two Players of the same Team are serving one of these Penalties, the Penalty time of the third Player shall not commence until the Penalty time of one of the two penalised Players shall have already elapsed. The third Player must immediately proceed to the Penalty Box but may be replaced on the Pitch by a substitute Player.

The sequence for operating delayed Penalties is as follows:

- a) When the Penalty time of one of the two penalised Players is elapsed, - the Penalty time of the third penalised Player starts. When the first penalised Players time has elapsed, at the next stoppage of play he/she may return to their Team. The game will re-start with 3 Players (one Goalkeeper and 2 outfield Players or 3 outfield Players).
- b) When the next, Penalty time is elapsed - the Player whose time has elapsed may return to the Pitch. The Player does not have to wait for a stoppage in play.
- c) When the 3rd Penalty time is elapsed - the Player may return to the Pitch.

If a Goal is scored by the opposing Team whilst all 3 Players are still in the Penalty Box and if the team is shorthanded and none of the penalised Players times have elapsed, the Player who is serving the first Minor Penalty may return to his Team. The game will restart with 3 Players (one Goalkeeper plus 2 outfield Players or 3 outfield Players). If only the third Player is serving a Minor Penalty he/she may not return to their Team, their Penalty time does not start until the time of one of the other two Players has elapsed.

If a Goal is scored by the opposing Team whilst all 3 Players are still in the Penalty Box and if the team is shorthanded and one of the Penalty times has already elapsed, the Player whose time has already elapsed and the Player whose Minor Penalty shall be the next to elapse shall return to the pitch. The Game will re start with 4 Players (one Goalkeeper plus 3 outfield Players or 4 outfield Players).

This rule also applies for any subsequent Player penalised with a Major or Match Penalty.

7.12 SEQUENCE OF PENALTIES

- 7.12.1 Penalties imposed at the same time shall start in the sequence announced by the Referee. The Timekeeper must record this sequence on the Match Report.

7.13 CALLING OF PENALTIES

- 7.13.1 When a Player of the Team in possession of the ball commits an infringement of the rules, which would call for a Penalty (except a Misconduct Penalty), the Referee shall immediately blow his whistle and give the Penalty against the offending Team,
- 7.13.2 When a Player of the Team not in possession of the ball commits an infringement of the rules which would call for a Free Hit Penalty, the Referee shall blow his whistle ONLY if the non offending Team lose control of the ball as a direct result of the infringement.

- 7.13.3 When a Player of the Team not in possession of the ball commits an infringement of the rules, which would call for a Minor or Major Penalty, the Referee, shall signify the calling of the Penalty by raising their arm. On completion of the play (as defined below), by the Team in possession, the Referee will immediately blow the whistle and give the Penalty against the offending Player.
- ‘Completion of the play by the Team in possession of the ball’ in this rule means that the ball must have come into the possession and control of, or intentionally played by, an opposing Player, or the ball has been frozen or a goal has been scored. This does not mean a rebound off the Goalkeeper, the boards, or the Goal or any accidental contact with the body or equipment of an opposing Player.
- 7.13.4 Where a Referee has signalled a delayed call of Penalty according to rule 7.14.3 and there is a second infringement of the rules (except a Misconduct Penalty), the Referee will immediately blow the whistle and award the Penalties.
- 7.13.5 Where the same Player causes the second infringement of the rules, the Referee will award both Penalties to the offending Player, these Penalties must be served in succession beginning with Minor Penalties.
- 7.13.6 Should an infringement of the rules call for a Red Card/ Black Card Penalty, the Referee shall immediately stop the Game and show the offending Player/s the Red Card.
- 7.13.7 After a Penalty is given, the Game shall re-start with a Face Off (unless otherwise provided for in these rules) at the position indicated by the Referee, the position will be determined according to rule 6.1.2
- 7.13.8 If a goal is scored by the non-offending Team during the signalling of a delayed call of Penalty, the Penalty shall still be awarded to the offending Player.
- 7.13.9 If a goal is scored by the non-offending Team in to their own goal during a delayed call of Penalty, the goal shall be disallowed
- 7.13.10 Should an infringement of the rules call for a Misconduct Penalty, the Game shall not be stopped immediately, nor shall a delayed call of Penalty be used. The Misconduct Penalty will be imposed at the next stoppage of play, unless the player is not wearing the correct equipment, and in this case, the referee shall blow the whistle and stop the game only if the non-offending team loose possession of the ball or if it is not safe to continue.

8. PLAYING RULES

8.1 ADJUSTMENT OF EQUIPMENT

- 8.1.1 Play shall not be stopped nor the Game delayed for any adjustments to clothing, equipment, or skates.
The onus of maintaining clothing shall be upon the Player. If adjustments are required the Player must retire from the Pitch and play shall continue.
- 8.1.2 No delay shall be permitted for the adjustment of Goalkeepers clothing or equipment except where a matter of safety is concerned.
- 8.1.3 If a repair to a Goalkeepers equipment is required, a maximum period of 5 minutes shall be allowed. The Game clock must be stopped during this period. If the repair is not completed within the 5 minutes, the Game will re-start with 5 outfield Players. The Goalkeeper may replace a player on the pitch once the repairs are completed.

8.2 BALL OUT OF SIGHT AND ILLEGAL BALL

- 8.2.1 Whenever a ball is out of sight of the Referee, they must blow the whistle and immediately stop the play. The ball shall then be faced off at a point on the imaginary line nearest to where the play was stopped, unless otherwise provided for in these rules.
- 8.2.2 If at any time a ball other than the ball legally in play shall appear on the Pitch, the play shall not be stopped provided that the play is not disturbed by the second ball, but shall continue with the legal ball until the play then in progress is completed by a change of Team possession. If the play is disturbed, the Referee shall blow the whistle to stop the play and retrieve the illegal ball. The legal ball shall then be faced off at the point where the legal ball was last touched.

8.3 BALL OUT OF PLAY

- 8.3.1 No Player shall deliberately shoot, hit with the stick or hand, throw the ball over the boards, or hit the ball at the ceiling, during play or after a stoppage.

PENALTY For an infringement, a Minor Penalty, except in the last two minutes of a Game or the last two minutes of overtime, then a Penalty shot shall be awarded as well against the offending Team.

- 8.3.2 When the ball is accidentally propelled over the boards or touches the ceiling of the hall (including fixed objects) by one or more Players of both Teams, the Referee shall blow the whistle to stop play. The Game shall be restarted with a Face Off from a point nearest to where the ball was last touched, unless within a Goal Area, then at the nearest Face Off spot.

8.4 BALL TOUCHING REFEREE

- 8.4.1 If the ball touches the Referee and if as a result of this, the Referee considers that one Team has gained an unfair advantage, the Referee shall order a Face Off, to be taken where this occurred unless within the Goal Area, then at the nearest Face Off spot.

8.5 BALL UNPLAYABLE

- 8.5.1 When the ball becomes accidentally caught in the goalkeepers padding, the Referee shall stop the Game immediately and order a Face Off.
- 8.5.2 When the ball becomes caught in the Goal Cage, or any other static equipment, the Referee shall stop the Game immediately and order a Face Off.

8.6 BROKEN STICKS

- 8.6.1 If any Player should break their stick, whatever the reason, they must drop the stick immediately and leave all parts of the broken stick on the Pitch for the Referee to remove. The Player may obtain a new stick from their own Players bench, or may play without a stick until the next stoppage of play, or may leave the Game for substitution.

PENALTY: For infringement: Misconduct Penalty.

- 8.6.2 If a Goalkeeper should break their stick, they must drop the stick immediately and leave all parts of the broken stick for the Referee to remove. He/she can go to his/her Team bench to obtain a replacement stick or may play without a stick until the next stoppage.

Alternatively they may be given a stick by an outfield Player from their own Team, who then can obtain a replacement stick for himself /herself from the Team bench. At the next stoppage the Goalkeeper must go to the Team Bench to obtain a replacement Goalkeeper stick.

PENALTY: For infringement: Misconduct Penalty

- 8.6.3 Throwing a new stick to a Player who has broken their stick is forbidden.

PENALTY: For infringement; Misconduct Penalty on the person who threw the stick, or if the offender is unknown a Minor Penalty shall be given to the Captain of the Team.

- 8.6.4 No Player may play with a stick, which has been thrown on to the Pitch.

PENALTY: For an infringement: Misconduct Penalty.

8.7 DROPPED STICKS

- 8.7.1 A Player (including a Goalkeeper) who drops (except a broken stick) their stick must retrieve as soon as they can, but they are able to take an active part in the Game until the stick is retrieved. They are not allowed to obtain a second stick from their Player's bench. The stick must be retrieved during the next stoppage of play. The Player who has dropped his/her stick cannot be substituted until they have retrieved their stick.

PENALTY: For an infringement: Misconduct Penalty.

8.8 THROWING OF STICKS

- 8.8.1 No Player or Team Official is allowed to deliberately throw a stick or any other object in the direction of the ball or at an opposing Player.

PENALTY: For an infringement by a Player; Major Penalty or Red Card Penalty.
For an infringement by a Team Official; Red Card Penalty.

If in the opinion of the Referee, the Player has deliberately attempted to cause injury by this action. A Red Card/ Black Card Penalty shall be given.

8.9 EARLY TERMINATION OF THE GAME

- 8.9.1 The Referee has the power to terminate a Game before full time, if in their opinion it would be dangerous or impossible to allow play to continue on the Pitch. A Full report must be made by the Referees and forwarded to: For International Class A events this must be the IISHF, for all other events this must be the NGB or NGB approved Committee for a decision on the outcome of the Game and any further action needed.

8.10 PLAYING WHILE LYING ON THE PITCH

- 8.10.1 It is permitted for an outfield Player to play the ball while lying on the Pitch. The Player is allowed to stop the ball with any part of the body except his feet, and may only play the ball with their stick. The Player must not hold the ball or deliberately take the ball out of the Game. No Player (other than a Goalkeeper within his own goal Area) may deliberately fall on the ball.

PENALTY: For infringement: Free Hit or if there is a real chance of a Goal being scored – Penalty Shot.

8.11 FAIR BODY CONTACT

- 8.11.1 Fair Body Contact (Fair Check) Is that which is delivered with the side or the front of the body, with the arms down, close to the body and both feet must be on the Pitch surface. A Fair check can only be made on an opponent who is in possession of the ball, and can only be made to the front or to the side of that opponent.

For Infringement: Penalties as per rule 8.12

8.12 FOUL PLAY

8.12.1 ILLEGAL USE OF BODY

A Player must not make unfair body contact (Rule 8.11).

- a) Hip checking is not permitted. Hip Checking shall mean the use of the hips only
- b) Any use of the body to check a player except where allowed for in these rules.

8.12.2 CHARGING

A Player must not Charge. Charging shall mean skating at speed or jumping with excessive force to check an opponent.

8.12.3 FIGHTING/ROUGHING

A Player must not fight or use violence of any kind. This shall mean using or attempting to use any part of his/her body or equipment against any Player on the Pitch. This shall include retaliation or attempted retaliation by any Player.

8.12.4 CROSS CHECKING

A Player must not Cross Check. A Cross Check shall mean a check against another Player delivered while both hands are holding the stick, no part of the stick being in contact with the Pitch, and the stick is in contact with the other Player.

8.12.5 HOLDING

A Player must not Hold. Holding shall mean the use or attempted use of hands, arms, or stick to hold an opponent in any way.

8.12.6 ILLEGAL USE OF STICK

A Player must not push, attempt to push or hit an opponent with any part of the stick.

8.12.7 SLASHING

A Player must not swipe or slash at an opponent with his stick. This shall mean a Player who uses his stick to strike or attempt to strike an opponent's body or stick.

8.12.8 TRIPPING

A Player must not Trip. A Trip shall mean any attempt to cause an opponent to trip or fall by use of the stick or any part of the body.

A Player must not Slide Tackle. A Slide Tackle shall mean any movement or attempt to contact an opponent feet first.

8.12.9 HOOKING

A Player must not Hook. This shall mean, the use or attempted use of the stick to hook any part of an opponent's body.

8.12.10 DANGEROUS STICKING

8.12.10.1 A Player must not touch an opponent with his stick above the opponents shoulder height.

8.12.10.2 No Player may raise any part of his/her stick above shoulder height if it is dangerous to an opponent or an Official.

PENALTY:	For infringement If an opponent was endangered or touched	-	Minor Penalty
	If an opponent was injured		- Major Penalty
	If an Official was endangered or touched		- Major Penalty
	If an Official was injured		- Black Card Penalty.

8.12.11 ELBOWING

A Player must not strike or attempt to strike any other Player with his/her elbow.

8.12.12 BACK CHECKING (Checking from behind)

A Player must not push, body check or hit an opponent from behind in any manner.

PENALTIES:

For an infringement of rules 8.11, 8.12: (except 8.12.10.2)

- a) Minor or Major Penalty at the Referees discretion depending on the severity of the foul.
- b) If in the opinion of the Referee, the offending Player, has deliberately attempted to injure the other Player an immediate Red Card Penalty must be awarded or in severe cases the Black Card must be awarded.
- c) Kicking is always a deliberate attempt to injure.
- d) Where a Player in a real scoring position is prevented from scoring as a result of an infringement, the Referee shall award a Penalty Shot in addition to any other Penalty.

8.13 FREEZING THE BALL

8.13.1 No Player except the Goalkeeper unless they are being tackled, may freeze the ball for more than 3 seconds with his/her stick, skates or body, in such a manner as to cause a stoppage in play.

PENALTY: For infringement Free Hit, except if the player was in a real scoring position or in the last two minutes of the Game or the last two minutes of overtime, then Penalty shot.

8.14 GOAL CAGE MOVED

8.14.1 When a Goal cage becomes displaced by accident and the play is away from the Goal Area. The Referee shall re-position the Goal Cage without stopping the Game. If the play is in or near the Goal Area, the Game shall be stopped to re-position the Goal Cage and the Game re-started with a Face Off.

8.14.2 No Player shall deliberately displace the Goal Cage.

PENALTY: For infringement Minor Penalty
If an opposing Player is in a real scoring position then, Penalty Shot in addition. (exception rule 8.14.3 automatic goal awarded)
If the Offence occurs in the last two minutes of the Game or the last two minutes of overtime: - Penalty Shot in addition to Minor Penalty. (exception rule 8.14.3)

8.14.3 When the Goal Cage is deliberately displaced by an opposing Player and the ball misses the goal Cage instead of a Goal being scored. A goal shall be awarded by the Referee in addition to the Minor Penalty.

8.14.4 When the Goal Cage becomes displaced by accident and the ball misses the goal cage instead of a goal being scored. A goal shall be awarded by the Referee.

8.15 GOALKEEPERS RIGHTS

- 8.15.1 A Goalkeeper is permitted to stop the ball with any part of his/her body or equipment.
- 8.15.2 Goalkeeper's special rights of handling, catching, holding or throwing the ball are subject to the ball being within his/her own Goal Area.
- 8.15.3 A Goalkeeper is allowed to play outside the Goal Area, but then loses his/her special rights of handling, catching, holding or throwing the ball.
- 8.15.4 A Goalkeeper is only allowed to pick up, hold or carry (max 2 metres) the ball for a maximum of 3 seconds whilst within his/her own Goal Area.

PENALTY: For an infringement: Free Hit

- 8.15.5 When a ball is trapped in the Goalkeepers equipment or under the Goalkeepers body or he/she is being tackled by an opposing Player/s and cannot release the ball, the Referee shall blow the whistle after 3 seconds and order a Face Off.
- 8.15.6 A Goalkeeper is only allowed to throw the ball along the ground whilst within his/her own Goal Area but is permitted to palm down or slap away a ball in any direction.

PENALTY: For an infringement Free Hit

- 8.15.7 When a Major Penalty, Misconduct Penalty, Match Misconduct Penalty or Match Penalty is awarded against a Goalkeeper or the goalkeeper shall be injured and no Player is correctly kitted up as a replacement. A maximum period of 5 minutes is allowed for the replacement Goalkeeper to be kitted up. During this time the Game Clock must be stopped (refer to 7.8.7).
- 8.15.8 It is not permitted to check a Goalkeeper within their own Goal Area.

PENALTY: For infringement Minor or Major Penalty unless in the opinion of the Referee there was a deliberate intention to injure – then Match Penalty.

- 8.15.9 A Goalkeeper is not permitted to check a Player within their own Goal Area.

PENALTY: For infringement Minor or Major Penalty unless in the opinion of the Referee there was a deliberate intention to injure - then Match Penalty.

8.16 GOAL CREASE

- 8.16.1 Attacking Players are not permitted to be in their opponents Goal Crease unless they are in possession of the ball or the ball is within the Goal Crease before they enter it.

(A Player is inside the Goal crease if any part of their body or equipment except the stick is on or inside the line surrounding the Goal Crease).

PENALTY: For an infringement Free Hit to non-offending Team.

- 8.16.2 No more than two Players from the same Team (this may include the Goalkeeper) may be within either Goal Crease at any one time. (refer rule 8.16.1)

PENALTY: For an infringement Free Hit Unless an opponent is in a real scoring position, then Penalty Shot.

8.17 SCORING A GOAL

8.17.1 A Goal is scored when the whole of the ball passes completely over the back edge of the Goal Line, between the vertical posts and under the crossbar of the Goal Cage.

8.17.2 A Goal can only be scored if the following conditions apply:

The ball is struck by the stick of an attacker directly into the goal or when struck, the ball rebounds into the goal from the goal cage or from any other static object.

The ball is struck by the stick of an attacker and deflected off a defending Player.

The ball is played by a defending Player into his own goal cage. (exception rule 7.14.9 delayed call of Penalty).

Or

A third offence under rule 7.11.5 or 7.11.6

Infringement of rule 8.14.3

8.17.3 A ball deflected into the goal from a Referees body or equipment shall not count as a goal.

8.18 HANDLING AND KICKING THE BALL

8.18.1 A Player other than the Goalkeeper is only allowed to stop the ball with his/her hand. A ball so played must only be stopped with an open palm and the ball must descend vertically to the playing surface.

A hand gripping a stick shall be deemed part of the stick.

PENALTY: For an infringement Free Hit unless in a real scoring position, then - Penalty Shot

8.18.2 No Player other than the Goalkeeper within their own Goal Area is allowed to pick up or carry the ball by hand.

PENALTY: For an infringement: Free Hit unless in a real scoring position, then - Penalty Shot

8.18.3 A ball may be kicked, touched or stopped using the skates. (except whilst lying on the pitch rule 8.10.1)

8.19 HIGH STICKS

8.19.1 No Player may play or attempt to play the ball above shoulder height with any part of his/her stick.

PENALTY: For an infringement: Free Hit only if the non-offending Team lose control of the ball as a direct result of the infringement (rule 7.14.2)

8.20 LEAVING THE PLAYERS BENCH / ENTERING THE PITCH

8.20.1 No Player or Team Official may leave the Players bench at any time when there is a dispute on the Pitch

PENALTY: For infringement Misconduct Penalty
If the Player / Team Official engages in violent behaviour - Red Card / Black Card Penalty

- 8.20.2 No Team Official or any other persons except Players shall go onto the Pitch at any time during a Game without the permission of the Referee.

If a Team Official goes on to the Pitch without prior permission of the Referee, he shall on the first occasion receive a warning from the Referee to leave the Pitch. On refusal or the second or subsequent occasion, he/she shall receive a Red Card Penalty.

If a spectator or other person goes on to the Pitch without prior permission from the Referee they shall be immediately expelled from the Venue.

In all cases, a report written by the Referees will be submitted to the proper authority.

8.21 MISCONDUCT

- 8.21.1 No Player may use obscene or abusive language to any Player or Official.
- 8.21.2 No Player may use obscene gestures on the Pitch, in the Player's benches or in the Penalty Box at any time.
- 8.21.3 No Player may dispute or resist any decision or instruction given by a Referee or other Official.
- 8.21.4 No Player may prevent or attempt to prevent a Referee or another Official from carrying out his/her duties.
- 8.21.5 No Player may incite another Player to commit any Offence.
- 8.21.6 No Player may commit any other form of Misconduct Penalty prejudicial to the spirit of good sportsmanship.
- 8.21.7 No Player or any part of their body or equipment may within the Referees crease when the clock is stopped.
- 8.21.8 No Player shall deliberately hit the ball out of reach of an Official who is trying to retrieve it.
- 8.21.9 No Player shall strike the boards or Goal Cage with his stick or other equipment at any time.
- 8.21.10 No Player shall throw any equipment either on the Pitch or out of the playing area at any time.
- 8.21.11 If a Referee has to blow the whistle to stop the game because of an injury to a player, then the injured player must go to the player's bench (exception GK at discretion of Referee), he/she cannot remain on the pitch for the re-start of the game.

PENALTIES: Misconduct Penalty, unless severe case then, Red or Black Card Penalty.

- 8.21.12 No Player may spit at any person.

PENALTY: For infringement: Red Card Penalty.

- 8.21.13 No person shall deliberately touch, hold or strike a Referee or other Game Official with his/her hands or stick nor shall he/she trip, body check or attack any such Official on or off the Pitch.

PENALTY: For infringement: Red Card or Black Card Penalty.

- 8.21.14 No Team Official / Bench Official may :
- Use obscene or abusive language or make obscene gestures to any player or Official
 - Dispute or resist any decision or instruction given by a Referee or other Official
 - Prevent or attempt to prevent a Referee or another Game official from carrying out his/her duties.
 - Incite another player to commit an offence
 - Commit any other form of action prejudicial to the spirit of good Sportsmanship.

PENALTY: For infringement: Minor Penalty shall be awarded against a player of the offending team who was on the Pitch at the time, the Captain shall nominate the player.

In Severe cases: Major Penalty or Red / Black Card Penalty on the Bench Official.

8.22 REFUSING TO START

- 8.22.1 If a Team does not arrive completely kitted up on time within 15 minutes of the scheduled start of a Match (5 minutes at Tournaments) or declines to start the Match, the Match will not take place. The Match will be regarded as non – participation by the offending team and penalties under the Disciplinary Regulations of the National Governing body will apply for Domestic games and the IISHF Disciplinary Regulations for International Games, Tournaments and Events. Two points, with a score of 5 – 0 will be awarded in favour of the innocent Team.

- 8.22.2 If when both Teams are on the Pitch, one Team shall refuse to play when ordered to do so by the Referee, the Referee shall warn the Captain and allow the Team 30 seconds in which to begin the Game or resume play. If the offending Team fails to re-start the play within these 30 seconds, the Captain shall be awarded a Misconduct Penalty. Should there be a reoccurrence of the same incident the Referee will award the Game to the non-offending Team and they shall gain 2 points.

The score will be as follows: The Non offending Team shall keep their score + 5 Goals
The Offending Team shall have a score of 0

The case shall be referred to the proper authorities.

- 8.22.3 If a Match cannot be continued because of unforeseen circumstances, the Referee shall stop the Game. If it is not possible to rectify the problems within 30 minutes of the stoppage, the Game shall be terminated. The case must be referred to the proper authorities who will decide the result of the Game.

8.23 RESTART AFTER STOPPAGE

- 8.23.1 After any stoppage, the re-start of a Game shall be by means of a Face Off except where the Referee has given a Free Hit or a Penalty Shot.
- 8.23.2 Both Teams must be ready at the face off spot when called by the referees. There must be no undue delay by either Team on a Face Off:

PENALTY: For Infringement: In the first instance the referee shall issue a verbal warning to the Captain of the offending Team,
On the second or subsequent occasions a Minor Penalty shall be imposed on the Captain.

8.24 SUBSTITUTION OF PLAYERS

- 8.24.1 Players may change at any time from the Player's bench. There will be an allowance of 2 metres on the Pitch for substitution from the bench. This area will be 2m out into the pitch from the team bench and continue the full length of the bench.
- 8.24.2 If the clock is stopped, incoming substitutes may be on the Pitch before the Players going off have reached the Players bench or substitution area without Penalty.
- 8.24.3 If the clock is running incoming substitutes must not come on to the Pitch until at least one foot of the Player they are replacing is in the substitution area. Incoming and outgoing Players in the substitution area must not take an active part in the Game until the substitution is complete. If they do, they become liable for an illegal substitution of Players. Players must always substitute out of and into their own bench area.

PENALTY: For infringement: Minor Penalty on incoming Player.
In the last two minutes of the Game or the last two minutes of overtime: -
Penalty Shot in addition to the Minor Penalty

- 8.24.4 If several illegal substitutions (rule 8.24.3) occur at the same time, only the first illegal substitution will be awarded a Penalty.

8.25 WINNER OF A GAME

- 8.25.1 The Team that at the end of a Game has scored more goals than the other Team is the winner of the Game.
- 8.25.2 All Games shall be awarded as follows:
- a) The winner receives 2 points. The loser receives 0 points. Tied Games each Team receives 1 point.
 - b) The result of the Game shall show the goals scored for each Team and the goals scored against them.

8.26 TIED GAMES

- 8.26.1 If at the end of the regular time for a Game, the score of both Teams shall be equal, the Game shall be finished and called a draw.
- 8.26.2 If a Game requires a decision (winner) extra time must be played. If after the end of extra time the score of both Teams shall still be equal, a Penalty Shoot Out must be played.

8.27 PENALTY SHOOT OUT

- 8.27.1 In a Penalty Shoot Out each Team Captain will select 5 Players and the Goalkeepers who will face each shot (excluding Players and goalkeepers in the Penalty Box). The shots will be taken in alternate sequence. The Team who will shoot first will be decided by the drawing of lots by the Captains.
- If the Penalty Shoot Out result is decided before all the 5 Penalties of each Team are taken, the Penalty Shoot Out will be stopped and finished.
- 8.27.2 If at the conclusion of the Penalty Shoot Out, there is still no winner, the Penalty Shoot Out will be continued, until one Player fails to score when his opponent has scored. The sequence of the shots will be as the original sequence and will be taken by all eligible Players listed on the Match report. No Player may take a second shot until all his eligible Team members have taken a shot.

8.28 TIME

- 8.28.1 The duration of Games for International Class A events will be decided by the IISHF.
- 8.28.2 The duration of Games for International Class B and C events will be decided for each event by the Host National Governing Body but cannot be less than, 60 minutes playing time per team per day.
- 8.28.3 For International Class A events the IISHF shall decide on the running time of the games.
- 8.28.4 When the Game clock is running in Real Time the clock shall be started when the whistle is blown and the ball is put into a Face Off or when the whistle is blown to signal a Free Hit should be taken. At all other times, when the referee blows the whistle the clock shall be stopped.
- 8.28.5 If the Game clock is running in Continuous time the clock shall be started when the Referee blows the whistle as the ball is put into the first Face Off and shall run continuously except where the Referee signals for it to be stopped.
- The Referee shall only signal for the time clock to be stopped if one of the following occurs:-
- a) A Player is injured
 - b) The ball goes over the rebound boards and the Game cannot be restarted immediately.
 - c) The ball becomes unplayable due to becoming lodged in surrounding equipment.
 - d) The Referees need to confer with each other or another Official.
 - e) When a time Penalty or Penalty shot is awarded.
 - f) In an emergency.
- 8.28.6 In the last 2 minutes of a Game or in the last 2 minutes of overtime the Game clock must be stopped when the Referee blows the whistle for a stoppage in play.
- 8.28.7 Teams shall change ends for each period.
- 8.28.8 All Players shall leave the Pitch immediately at the end of each period. They shall return promptly to the Team bench when given 2 minutes warning by the Timekeeper.
- 8.28.9 At the conclusion of the Game, all Players will shake hands with each other and the Referees. Failure to comply will result in the referees writing a report to the proper Authorities for possible action to be taken.
- 8.28.10 There must be a minimum pause of 10 minutes between Games of the same Team.
- 8.28.11 There must be a game allowance time (for the game to be played) per game of game time plus 50%
- 8.28.12 In Games of less than 30 minutes all time Penalties shall be reduced by 50%.
- 8.28.13 When a Penalty Shot is being taken the Game clock must remain stopped.

8.29 TIME OUT

- 8.29.1 During the progress of each period of a Game (including overtime) the Captain of each Team shall be permitted to ask the Referee for a Time Out of 30 seconds duration. The request can only be made during a stoppage in play.
- 8.29.2 The Referee when requested correctly by the Captain shall immediately signal to stop the clock and inform the Timekeeper, which Team has taken the time out.
- 8.29.3 The Timekeeper must signal the Referee when the 30 seconds duration has expired.
- 8.29.4 The Referee will restart the Game in the same way as the Game would have been continued before the time out.
- 8.29.5 At all Tournaments, except International Title events, the rule 8.29.1 can be waived with the permission of the National Association.

8.30 WHISTLE

- 8.30.1 When a Referee blows the whistle to indicate that play should start at a Free Hit or Penalty Shot, the Players shall start play immediately.
- 8.30.2 When a Referee blows his/her whistle on any occasion, other than under rule 8.30.1 all Players shall stop play immediately.

PENALTY: For infringement: Misconduct Penalty.

8.31 BLOOD

- 8.31.1 Any Player who has a bleeding wound must be ordered off the Pitch by the Referee immediately the bleeding is noticed. A substitute Player may come on to the Pitch immediately. The wounded Player may not return to the Pitch until the bleeding is satisfactorily stopped.

PENALTY: For infringement Red Card Penalty

- 8.31.2 Any blood spillage onto the Pitch must be removed in accordance with National Laws. In addition, any pieces of kit or items of clothing must be changed. The Referees must specify the piece of equipment or clothing that must be changed. The Player must not return to the Pitch without changing the required clothing,.

PENALTY: For infringement Red Card Penalty

8.32 DOPING AND ALCOHOL

- 8.32.1 There shall be no doping and no consumption of alcohol by any Player, Team Official or Game Official during play at any event, Players, Team Officials and Game Officials may be asked to take a doping / alcohol test.
- 8.32.2 Doping is the use by, or distribution to, a Player, Team Official or Game Official of any substance defined as being in contravention of the list proscribed by the International Olympic Committee (IOC) and any others that may be banned by the IISHF.
- 8.32.3 Any Player, Team Official or Game Official, who has obviously and evidently in the opinion of the Referees and Technical Director, consumed alcohol or any illegal substances before or during a game, can be banned from participating in a game or the remainder of the event by the Technical Director of the event or the Referees. Additional penalties may be imposed by the NGB for Domestic games and the IISHF for International games.
- 8.32.4 Any Player/ Team Official or Game Official must, if requested by a NGB or IISHF Official, submit to a doping and/or alcohol control test.
Failure to do so will be taken as if a positive result has been obtained and will be dealt with accordingly.
- 8.32.5 The identification of a forbidden substance and or one of its metabolites or the presence of endogenous substances subject to quantitative analysis and/or alcohol in a body fluid will constitute an offence and the offender will be penalised under the NGB disciplinary Regulations for Domestic games and the IISHF Disciplinary Regulations for International games.
- 8.32.6 Any person assisting or inciting others in the contravention of the doping and alcohol regulations shall be considered as having committed an offence and shall be subject to Disciplinary action under the NGB disciplinary Regulations for domestic games and the IISHF Disciplinary Regulations for International games.

8.33 PARTICIPATION

- 8.33.1 Inline Skater Hockey is a Contact Sport and any Player participating in any game and using the approved equipment to play does so at their own risk. Clubs and Teams must ensure that all Players are fully aware of the risk involved.

IBF REFEREE SIGNALS

9. REFEREE SIGNALS

9.1.1 Referee's signals must be used in all matches so that they are clearly visible to Match Officials and Spectators.

9.1.2 The Official Referee signals for the game are as follows:



FREE HIT

One arm vertical, one arm horizontal pointing in the direction the Free Hit is to be taken.



FACE OFF

Both forearms with outstretched hands swinging past the eyes into a horizontal position showing the point from which the face off shall be taken, the upper arms kept close to the body.



GOAL SCORED

One arm extended outwards pointing clearly at the goal scored.



NO GOAL /NO PENALTY/ PLAY ON

Both arms extended outwards horizontally.



MINOR PENALTY (2 MINUTES)

One arm vertical, two fingers extended to indicate two minutes, followed by the signal for the relevant penalty.



MAJOR PENALTY (5 MINUTES)

One arm vertical, five fingers extended to indicate five minutes followed by the signal for the relevant penalty.



MISCONDUCT PENALTY (Code M) (10 MINUTES) YELLOW CARD

One arm vertical holding Yellow Card.



RED CARD PENALTY (Code O) BLACK CARD PENALTY (Code P)

One arm vertical showing Red/ Black Card



DELAYED CALL OF PENALTY

Extended arm raised fully above the head



TIME OUT / STOP THE CLOCK

Using both hands to form a T in front of the chest.



PENALTY SHOT

Both arms extended fully above the head with wrists crossed.



ILLEGAL USE OF BODY (Code A)

Arms crossed in front of chest with clenched fists.



CHARGING (Code B)

Arms in front of body with clenched fists, rotating in a circular motion forwards.



FIGHTING / ROUGHING (Code C)

Arm extended out in front of body with clenched fist.



CROSS CHECK (Code D)

A forward motion with both fists clenched in front of the chest.



HOLDING (Code E)

One hand clasping the wrist of the other arm with arms extended out in front of the body.



ILLEGAL USE OF STICK (Code F)

A forward motion with both fists clenched in front of the chest, one hand behind the other using a poking motion



SLASHING (Code G)

One arm extended forward in front of the body and a cutting motion with the other hand on to the wrist.



TRIPPING (Code H)

A slashing motion with the hand across the lower thigh/knee.



HOOKING (Code I)

A tugging motion with both hands clenched towards the body.



DANGEROUS STICKING (Code J)

Holding both fists clenched one immediately above the other at the height of the shoulder.

**ELBOWING (Code K)**

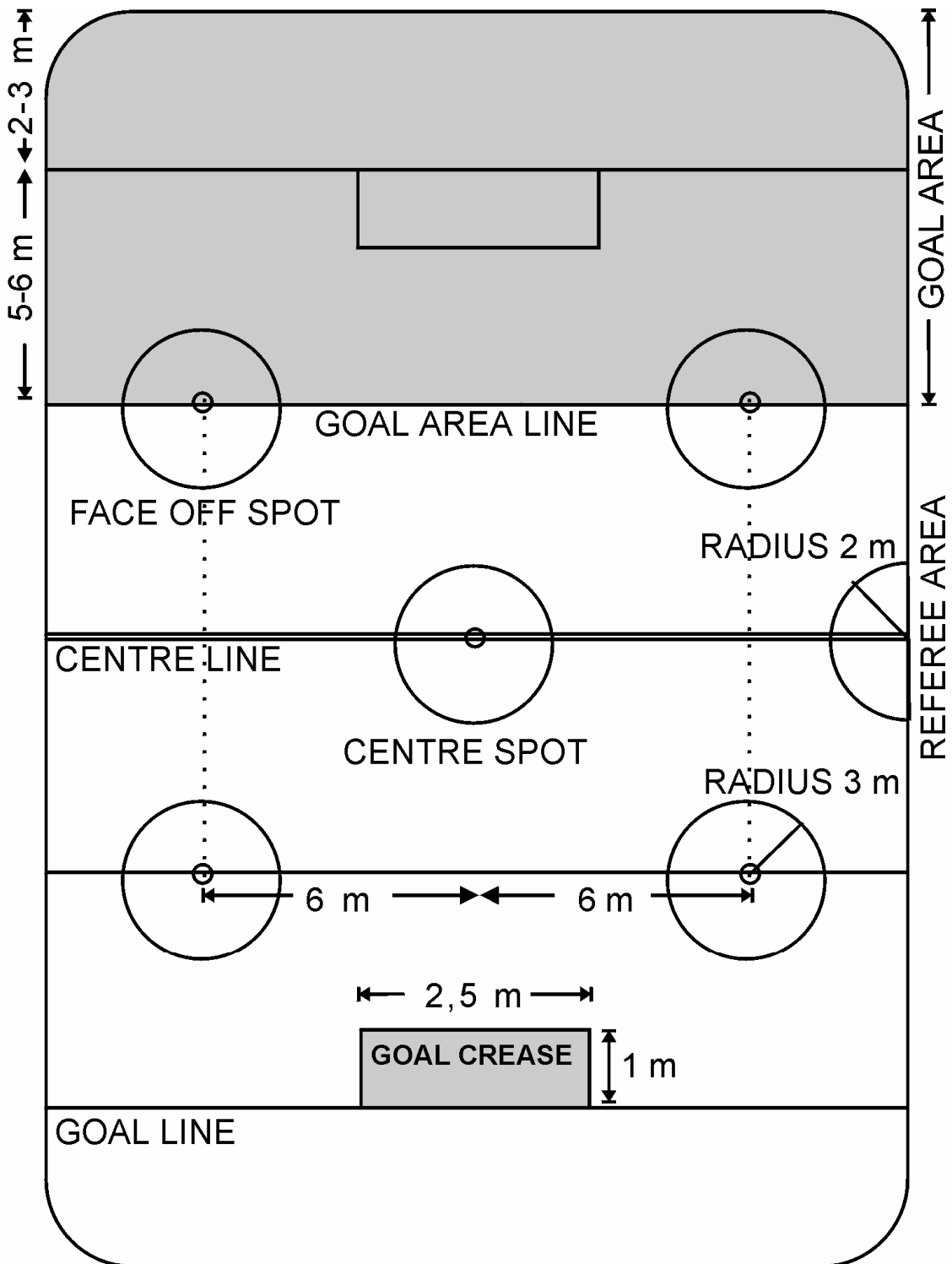
One arm raised, bent at the elbow with the hand behind the ear and the elbow pointed outwards, with the other hand clearly tapping the elbow.

**BACK CHECK (Code L)**

Both arms straight out in front of body, palms up.

10.

PITCH DIAGRAM



NOTES