



BANDY PLAYING RULES

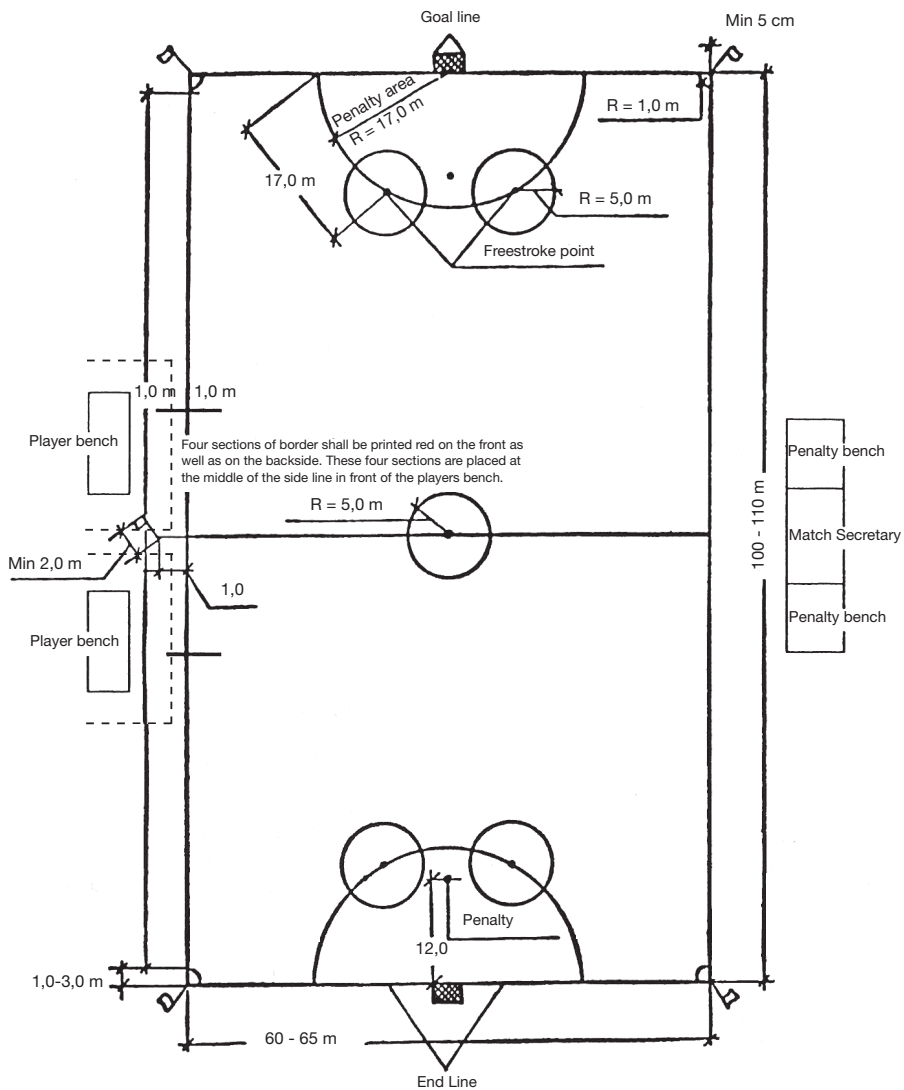


BANDY PLAYING RULES

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THE RINK



Rule 1. The rink

1.1 The rink and its dimensions

The field of play shall be rectangular. The length shall not be less than 100 m or more than 110 m. The width shall not be less than 60 m or more than 65 m.

The rink shall be marked with distinctive unbroken lines for the side-lines and end-lines. The line between the goalposts is the goal-line.

A. The corner-area

In each of the 4 corners of the rink shall be a flag pole marker. The diameter of the pole shall not exceed 5 cm and its height shall not be less than 150 cm). The pole is placed 7.5 cm outside where the end-lines and side lines meet, and on the top of the pole is a flag in clear, distinctive colors. The pole shall have no sharp edges.

In each of the four corners of the field is drawn a quarter-circle with radius 1 m.

Of the offensive team only the player who executes the corner-stroke is allowed to be at the end-line. Other offensive player must be at least 5 meter up from end-line.

B. The center-line

A center-line is drawn across the rink and parallel to the end-lines. To identify the center-line a flag pole is placed 1 m outside the side-line and in direct extension of the center-line at both the sides. The specifications of this pole are identical to those described for the corner flag pole.

The center point of the rink is marked with a circular point with a diameter of 15 cm. Around the center point is drawn a circular line with a radius of 5 m.

C. The penalty area

In front of each goal is marked a penalty area. From the center point of the goal-line is drawn a semicircle with a radius of 17 m. A penalty mark, with a diameter of 15 cm, is drawn 12 m from the center point of the goal-line.

Two points, each with a diameter of 15 cm, are marked on the penalty-line. Each of these points is situated 17 m from the place where the penalty-line and the end-lines cross each other. These points are the free-stroke points. Around each of these free-stroke points is drawn an unbroken circular line with a radius of 5 m.

D. The lines

The width of the lines shall not be less than 5 cm, nor shall they exceed 8 cm. The lines are part of the area they shall define. The color of the lines is red, and the lines shall be unbroken unless otherwise specified.

1.2 The border

Parallel to the field along the side lines is placed a border to prevent the ball sliding off the ice. The border is made of wood, plastic, aluminum or other approved material in length of app. 4 m, height of 15 cm, and width of 2 – 4 cm. They are placed vertically on the ice with the aid of blocks or wedges, attached to the off-side of the border.

The four pieces of border adjacent to the four corners shall be rounded at the free ends. The border should not be fixed to the ice surface, but shall be able to glide if touched. The upper edge of the border shall have approved protection of rubber ribbon or similar.

For execution of corner-stroke the border shall end at least 1 m and not more than 3 m from each of the corners.

1.3 Mandatory place for the players' entrance to the field

Four sections of border shall be painted red on the front side as well as on the backside. These Four sections are placed at the middle of the side-line in front of the players' bench. All exchange of players shall take place over these red-painted border pieces. Erroneous exchange of players is to be punished with a penalty (10min) for the in-going player.

Players, who have been sent off the rink, and players who are late for start of the match, shall also enter the rink from this place. This also applies to a player who substitutes an injured player.

1.4 The goal cages

In the center of each end-line and within distinctively marked lines is placed a goal cage of wood, aluminum or steel. The cage shall be of an approved model, and shall be fitted with small spikes on underside to prevent the goal from being moved by the wind or by minor touch of a player.

The cage shall be of inside dimensions as follows:

Height: 2.1 m and width: 3.5 m. Depth: at least 1 m under the cross bar and at least 2 m at the ground level. The goal-posts shall have no sharp edges and shall be beveled by 5 mm. The goal-posts shall be placed on the goal-line touching the line's inner border.

The netting on the sides, the back and the top of the cage shall be made of mesh or other approved material. The width of the openings in the net shall not exceed 4 cm.

70 cm from the crossbar shall hang a fine-nested net in the whole width of the cage. This net shall touch the side-walls and shall reach down to the surface of the ice. The net shall not be stretched, but shall hang loosely in the cage.

A. Ball baskets

There shall be 4 ball baskets, two for each goal cage. The baskets shall hang on the out-sides of the cages. The front edge of the basket shall be at least 50 cm from the goal post and ca 1 m from the ice.

1.5 Rinks with electric lighting

During play, if the ball hits the lighting fixtures above the rink, there shall be a free-stroke. This also applies if the ball goes above the lights so the referee is unable to see the ball.

The free-stroke according to this rule shall be taken from the place under where the ball hit the lighting fixtures or got out of sight or from one of the free-stroke points if it occurred inside the penalty area.

These regulations should also be applied at stroke-off, free-stroke, corner-stroke, penalty-stroke or goal-throw.

Comments and interpretations

C1.1 The condition of the ice surface

If the condition of the ice is such that it can be dangerous to play, the referee shall cancel the game. Rinks of natural ice with holes in the surface or areas not covered by ice may be one reason for such cancellations.

Ice of inferior quality does not however automatically lead to cancellation. Only the referee, when he has arrived at the arena, can approve or disapprove the rink for a match.

C1.2 Cancellation

If the referee assumes that an official match has to be cancelled, he shall inspect the conditions of the rink before the spectators arrive if possible.

If the match is cancelled, the referee shall not act as a referee in an unofficial match.

C1.3 Inspection

The referee shall be at the site of the rink one hour before match-start, or even earlier if the administrative authorities demand so.

C1.4 Deficiencies of the rink

Deficiencies of the rink, including inferior ice quality, are the responsibility of the organizer of the match and shall be reported to the administrative authority.

C1.5 Relocation of the border

If during play the border is moved a little off the side line, the game shall not be stopped. If the border has been moved more than 1 m from the side line, the game shall be stopped. The game is restarted with a free-stroke if the ball has passed the side-line or with face-off if the ball is inside the rink.

This rule is to be interpreted as follows: The game shall be stopped if the ball is out of play, or if a player takes advantage of the relocation of the border.

C1.6 Separation of spectators from the rink

If spectators are not effectively separated from the rink, an extra line shall be drawn round the whole rink. This line shall be at least 2 m from the side lines, and at least 5 m from the end-lines. Spectators should not be inside of this lines.

C1.7 Benches for substitutes and team leaders, and for time-penalized players

Benches for substitutes and team leaders (team benches) shall be placed on the same side of the rink near the center-line and in a suitable distance from the side line (app. 2 m).

At the opposite side of the rink there shall be a separate bench for each team for players who have been sent off for 5 or 10 min penalties, so the match secretary or the referee can be in control of these players. The place for the match secretary should be between these two benches.

C1.8 Borders which, due to frost, are fixed to the ice, and borders which are moved by the wind

If the border during play is frozen to the ice, this can be hazardous to the players, and the referee can decide to start or continue the game without such border.

The same applies if strong wind relocates the border. Also under such circumstances the match can be started or continued without border.

C1.9 The goal cages

Cages of aluminum or other material is accepted. The posts need not to be covered by wood if the crossbar and the posts are of specified dimensions and are painted red.

C1.10 The ball baskets

The goal-keeper is not allowed to move the ball baskets without permission from the referee. If the baskets are moved without such permission, a warning shall be given. If repeated, the goal-keeper shall be penalized (5 min).

C1.11 Turning on the light

If the referee in day-light wants that the light shall be turned on, he shall prior to the match or at halftime inform the organizer of the match and the two team captains.

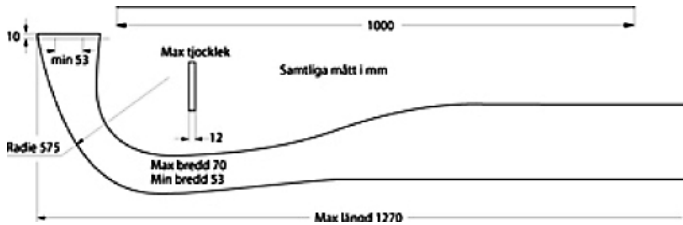
Rule 2. The equipment

2.1 The ball

The ball shall be made of approved material in an easily visible color. When dropped on firm ice from a height of 1.5 m, the bounce shall be regular, 15 cm at least and not more than 30 cm. The diameter shall be 63 mm +/- 2 mm everywhere, and its weight shall be at least 60 g and not more than 65 g when unused.

2.2 The stick

The sticks may have a maximum length of 127.0 cm. The length is measured along the outer side of the stick's bend. Maximum thickness of the blade is 1.2 cm. The stick's blade should over the entire blade have a minimum width of 5.3 cm and a maximum width of 7.0 cm including winding. The blade radius should have a maximum outer radius of 575 mm (57.5 cm). The stick's blade may NOT be straight anywhere, maximum radius is thus 575 mm (57.5 cm). The tip of the blade should 1.0 cm into the blade have a width of at least 5.3 cm.



A curved stick (hooked stick blade) is not permitted in traditional bandy, only in rink-bandy.

2.3 The skates

All players and referees on the ice must wear skates. There shall be no sharp points or other things on the skates which might harm others. To prevent injuries the front and back ends of the blades shall be rounded to a radius of min. 5 mm. The blade must have a minimum thickness of 2.9 mm.

2.4 Protection equipment

All players and referees must wear approved helmets. All players must also wear approved mouth guard/teeth guard and neck protection, and the goal keeper must wear approved full-face protection. For players with one eye, it is obligatory to wear full-face protection.

It is not allowed to modify the protection equipment and all protection equipment must be CE-approved separately.

It is not allowed to wear unprotected body decoration.

All players at junior age or younger shall use approved full-face protection. Junior age is defined as 19 years and younger at the end of the current season.

From the 2017-2018 season onward, the provision is that field players going from junior to senior shall continue using face protection throughout their careers as follows:

Players born in 1999 or later are required to wear one of the following two options:

- Half-face protection / visor and teeth guard / mouthguard
- Full-face protection

Players born in 1998 or earlier may use only a mouthguard / teeth guard.

2.5 The uniforms – similar uniforms

The organizing team (home team) must use registered uniforms. If two teams have similar uniforms, the visiting team should use substitute uniforms. The team should have same color on the uniforms and the socks. The uniform should have one dominating color.

On neutral ground the team that is mentioned first in the program, is entitled to use its own home uniforms. The sequence in the program is decided of the administrating authority.

The color of the uniforms shall be such that it is easy to distinguish between the two teams. The referee is responsible for controlling this.

All equipment must be approved by FIB's Technical Committee.

Comments and interpretations

C2.1 Mark of approval

The referee shall before the match as well as during the game, ensure that balls, sticks and other equipment are complying with the regulations.

C2.2 The referee's control of the equipment

Hand-straps, metal fittings, screws and similar equipment are not allowed on the stick. In connection with the coin flip for sides the team captains shall confirm that all equipment used by his team is according to the regulations, and that the players are using protective equipment in accordance with regulations in section 2. The team captain is responsible for his team in this case. The referee can refuse a player to start a match if the equipment is incorrect. If a player should be found using deficient equipment, he is to be penalized 5 minutes. The game is re-started with a free-stroke if the referee had to call for a stop in the game to penalize the player. If the player before the start of the match have been denied to participate due to incorrect equipment anyway starting a match he will be penalized for 5 minutes. If a player is penalized five minutes for incorrect equipment and re-enters the game, without demonstrate to the referee that the equipment is properly get a match penalty not reported.

C2.3 Players who lose their equipment

A player who during the match happens to lose protective equipment (helmet, face mask, mouth-guard etc.) is not allowed to continue playing. The player must correct the equipment at once. The punishment for breaking this rule is free-stroke and 5 minutes penalty.

C2.4 Delay due to deficient equipment

The referee shall act with determination against a player who is obstructing the game by tying his skates, or placing his gloves on the ice, etc. Any correction of equipment shall be done near the players' bench, where to the player shall be sent. If a player by such behavior obstructs the game, he shall be penalized (5 min).

C2.5 Ball stuck in the skate or in the equipment

If during play the ball is stuck in the skate of a player, or in the equipment, the game is to be stopped, and resumed with face-off.

C2.6 Duties of the organizer

It is the responsibility of the organizer of the match that there are a sufficient number of balls (at least 20 balls) and ball baskets at each goal-cage. The ball baskets must not be made in a way that might be harmful to the players.

C2.7 Colors

The skates, sticks and tape shall have a different color than the ball.

Rule 3. Number of participants

3.1 Number of participants at the beginning of the match

A bandy match is played between two teams, each consisting of 11 players, one being the goal-keeper, and one being the captain of the team. A team is not entitled to start with fewer than 8 players.

In international matches each team is entitled to use five (5) additional substitutes of which four (4) can be field players and one can be goal-keeper

A roster of the team players shall be given to the referee well ahead of the match. This list shall include not less than eight (8) and not more than 16 players. The list shall clearly indicate the substitute for the goalkeeper, but this is not necessary when less than 16 players are specified. All substitutes can be used as field players if less than 16 players.

In World Championships Men Senior, World Cup and European Cup the total number of players allowed for each match are 17 – seventeen.

The roster of the team can be filled up until end of the ordinary playing time of the game and also in overtime. The roster cannot be filled up in penalty shot competition.

3.2 Substitutions of players during the game

Substitution of players can take place an unlimited number of times and at any time of the game, unless specified. There shall be no substitutions when a corner stroke is called. If a player in either of two teams gets injured in connection with the corner, the injured player may be replaced after approval by the referee.

Player changes must be made in connection with the border in connection with the substitute benches and made in such a way that the team does not win a favor of entry. In case of incorrect player change, the entering player shall be penalized 10 minutes full time penalty.

The substitution shall take place at the marked area (see rule 1.3). The referee need not be informed about substitutions.

If a player crosses the side-lines or the end-line occasionally or to show he is not involved in the active play, he is not considered as seeking a substitution.

An injured player, who has not been replaced by another, can at any time re-enter the game. The same applies to a player who has left the rink to adjust the equipment.

An injured player, who is to be replaced, can leave the rink at any place by notice of the referee.

3.3 Entrance of players who have been sent off the rink

Players with a time-limited penalty can re-enter the rink after permission of the match secretary or the referee without interruption of the game. Re-entrance shall always take place from the midpoint of the side line (rule 1.3).

A penalized player cannot be replaced during the penalty period.

The penalty stroke is not considered completed before the ball is outside the penalty area or a goal is scored.

A player, who is penalized for the rest of the match, can not re-enter the match in overtime. Nor can he be replaced by another player.

3.4 The captain

The player who is defined as captain of the team should wear an armband at least 8 cm wide on the upper part of his left arm. The band should be of a color that clearly differs from that of the uniforms.

If the captain is penalized from the rest of the game, or if he is so severely injured that he cannot take part in the game any longer, his functions are to be taken over by another player, who also shall wear the captain's armband.

A team captain, who is sent off for a limited period, is still functioning as a captain.

C3.1 Insufficient number of players at match start.

If, at the time of match start, a team misses one or more players, e. g. due to late arrival, the team is entitled to start the match with the players available even if some of those are specified in the team roster as substitutes.

If the administrative authority so decides late arrived players not specified at the roster, may enter the game after notification of the referee. Players who come to the match after the match started will be set up on players roster and the match report must be signed again by the responsible leader.

Not until the team is complete with 11 players and 5 substitutes, the goal-keeper's substitute has not to be marked. This means that all the substitutes of the team can act as field players until 16 persons are specified on the roster (section 3.1.). An incomplete team can add new players until the match is over. This also applies for matches with overtime, but not for a penalty-stroke competition.

C3.2 Team with fewer than 8 players

If a team at the beginning of a match has 8 players or more available, the match is to begin, unless there should be special reasons to postpone the match start.

If a team has fewer than 8 players available, the referee cannot start the match. The referee has in this case to decide whether the match shall be cancelled, or if the start can be postponed until the team within a reasonable time is able to assemble at least 8 players.

C3.3 Mandatory place for replacement and re-entrance of players

As specified in rule 1.3, replacement of players and entrance of players shall take place at the red-painted borders (in front of the benches). The player, who is to be replaced, shall have left the rink before the replacing player can enter the game. In case of erroneous replacements the replacing player is to be given a penalty of 10 minutes (full time penalty).

C3.4 When the number of available players is less than half the number of the opposing team.

Should a team get so many players injured or penalised for the rest of the game that the team consists of fewer than half the number of players in the opposing team, the referee can stop the match. A player, who has been penalized for a limited time, is in this connection reckoned to be an available player.

C3.5 Responsibility for the players' roster and for team managers

A team shall have one person responsible for the team (the team leader) and for correct specifications on the team roster. In addition to the players, the roster shall also include a maximum of 5 team leaders who can stay at the team benches during the game. Before the match the team leader shall sign the players' roster (match report) for the match and give it to the referees. If a player not stated on the signed match report participates in the game, it will result in 10 minutes full time penalty and the team captain point out one player to mark the time penalty.

C3.6 Team leaders and substitutes

Team leaders and substitutes, in total not more than 10 persons (11 for Men Senior) of which 5 are team leaders, shall during the game be situated near the center line outside the sideline. If benches are available, the leaders and the substitutes shall use these benches. Team leaders can only in special cases leave the bench to give information to players. This must not be done in a way that can disturb the game. If there is a match doctor, the doctor may be placed next to the substitute benches. The doctor should not be noted on the team roster.

Rule 4. Playing time

4.1 Ordinary playing time

A match is played in two halves of 45 minutes unless otherwise decided in the rules.

Under extra ordinary circumstances (heavy snowfall or very cold), the referee can choose to divide the match time in more than two parts. This shall be reported by the referee in the match report.

A. Playing time in classes defined by age

In classes defined by age, the playing time shall be as follows:

- Players Y21 and Y19: 2 halves of 45 minutes
- Players men Y17: 2 halves of 45 minutes
- Players women Y17: 2 halves of 35 minutes.
- Players Y15: 2 halves of 35 minutes
- Players Y13 years or younger: 2 halves of 25 minutes

Matches in the elementary schools are also played in two halves of 25 minutes. Above mentioned playing times are valid unless otherwise determined by the administrating authority.

4.2 Coin flip and start of the game

A. Coin flip

Before a match is to start the referee shall make a lot by flipping a coin or similar, and the winning team has the right to choose which side of the rink to start on. The looser of the coin flip will start with the ball.

After the first half of the game, the teams change sides. The team that did not start the first half of the game shall have the ball to begin in the second half.

The same procedure will take place if the match-time is extended (overtime) (2 x 10 min) or with "Golden goal".

B. Stroke-off

The play begins with one team playing a stroke-off from the center of the rink after the referee has blown his whistle. The ball must roll at least 20 cm to be considered in play. At stroke-off all players must be on their own half of the rink and they are not allowed to cross the center line until the ball has been played. If one of the offence players crosses the center line before the stroke-off, the other team is given a free-stroke where the player crossed the center line.

The opponents shall not be closer to the ball than 5 m. If stroke-off is not done according to the rules, there shall be a new stroke-off. The time-keeping begins at the first correct stroke-off. This also applies to stroke-off in the second half.

The player who first touches the ball in the stroke-off must not touch the ball again until it has been played by another player.

4.3 Overtime.

If after normal playing time a match has no winner, overtime can be applied to decide the result. Overtime is only used if this has been decided beforehand by the administrative authority or if overtime is stipulated in the match regulations.

Overtime can be applied in two different ways:

A. Normal overtime

If overtime is stipulated and nothing else is decided, the game is prolonged by two additional rounds of 10 minutes or as set out in the regulations for the game. Both halves are played to the end, and with no winner after the overtime there will be a penalty shot competition.

B. First goal wins (Golden goal)

If it is decided in beforehand a match with no winner after ordinary time, can be decided by "First goal wins" or "Golden goal". A match played after this principle will always have a winner.

In this case the match is prolonged by maximum two rounds of 10 minutes or as set out in the regulations for the game, but the match is stopped immediately after an approved goal from one of the teams.

If none of the teams scores in the two extra rounds of 10 minutes, the match result shall be decided by penalty-stroke competition. See the regulations for this in rule 16.

C. Overtime for classes defined by age

For players aged 21 or younger, overtime is played in two rounds of 10 minutes.

If the administrative authorities so decides in beforehand, also matches in these classes can be decided after the principle of "First goal wins" (Golden goal).

4.4 Pauses

A. Ordinary pause

Between the first and the second half there shall be a pause of not more than 20 minutes.

B. Pause between ordinary time and overtime

Between regular time and overtime there shall be a pause of maximum 5 minutes. The players shall remain on the rink.

C. Pause between the two rounds of overtime

There shall be no pause between the two rounds of overtime.

D. The authority of the referee

The length of the pauses specified above is to be followed whenever possible, but the referee is authorized to deviate from them if he thinks there are special reasons for doing so.

E. Timeout

Each team can ask for one timeout of one minute each game.

4.5 Cancellation or interruption of the game

If something happens before or during the match who makes it impossible to complete the match in a sportsmanlike manner, the referee can at his own discretion cancel or interrupt the game. It should be underlined that it is the most important duty of the referee to let the match be played, which means that there must be heavy reasons for cancelling or interrupting the game.

Such reasons might be unfavorable weather conditions, bad lightning of the rink, unusable rink or deficiencies concerning the rink (the goal cage, the border etc.).

The reason for the cancellation or interruption shall be specified in the match report to the administrative authority.

4.6 Re-starting the game after interruption (face-off)

When the game has been temporary interrupted, it is to be re-started with a face-off on the place where the ball was situated when the game was interrupted. If however the ball was

inside the penalty area when the game was interrupted, the face-off is moved to the nearest free-stroke point on the penalty line.

In face-off one player of each team place themselves opposite each other and with their backs turned to their own end-lines. The sticks are held parallel to each other and on each side of the ball. The ball must not be touched until the referee has blown his whistle. At face-off the ball can be played in any direction.

Comments and interpretations

C4.1 Addition of time

Time which has been lost due to unnatural breaks is to be added to the match time. Reasons for such addition might be injury of a player, replacement of a player etc.

When time lost is to be added, the match secretary and the two team captains are to be notified. If time is added in the last minute of the first half end, or in the last minute of the game, the two captains are to be informed upon request of the remaining time only.

The referee shall make sure that the game is not obstructed. Especially in the closing stage of the game the referee shall be observant and add time if one of the teams is obstructing the game.

C4.2 Wrong playing time

A. Too long playing time.

If the referee by mistake allows a half to go on for too long time, he cannot cancel any goal scored and approved or any decision given during the extra time.

B. Too short playing time.

If a referee by mistake calls off a half too early, and the referee acknowledges this, the referee can correct the error as follows:

If the teams still are on the rink, he can resume the game from the place where the ball was situated when the game was called off.

If the teams already had reached the locker room, and the mistake was made in the first half of the game, the two teams after the pause take the same sides as in the first half and play the time lost due to the mistake. Then the first half is called off, the team changes sides whereupon the rest of the match is played without any additional pause.

If the teams already had reached the locker room, and the mistake took place in the second half, the referee shall call upon the teams to enter the rink again to play the remaining time. Stroke-off shall in this case be taken by the team which had the stroke-off at the beginning of this half.

C4.3 Control of the time

Before the end of a half the referees shall check the time with each other.

C4.4 Extreme low temperature

Very low temperatures that might lead to frost-bite are considered as unfavourable weather conditions. In principle temperatures down to minus 25 degrees Celsius may be endurable if there is no wind and low humidity. In humid air and a slight wind temperatures down to 17 degrees Celsius might be endured.

If a match is played at a very low temperature, the referee can stop the game for 5 to 10 minutes to give the players a chance to warm up. The match can also be played in three periods of 30 minutes, each with a 5 to 10 minutes break between the periods.

After the warm up break the play is started with face-off at the center point. The referee must remember that change of sides take place after 45 minutes' play.

C4.5 Cancellation due to low temperature

The referee can cancel a match because of low temperatures.

If the referee has not arrived at the place of the match, he may contact the administrative authority who will decide what should be done.

Common sense should always be used in cases like this.

C4.6 Heavy snowfall

If because of heavy snowfall, the rink should become unplayable; the referee can decide to divide the match in three periods to allow time for snow-clearance.

The referee can also interrupt the game to order snow clearance if special circumstances makes this necessary.

C4.7 Dense fog

Dense fog may also be an obstacle. If the fog makes it impossible for the referee to see all the players and the ball, following regulations are applicable:

A. Dense fog before the match

If the match has not started, it shall be postponed until the fog has lifted. If there is no improvement within 45 minutes, the match is to be cancelled.

B. Dense fog occurring during the match

If the match has started, and fog makes it impossible to referee the match, it should be interrupted. This may happen once or several times. If one of the interruptions last longer than 30 minutes, the game shall be called off.

C4.8 Timeout

Only the team captain and the coach are entitled to ask for a timeout. The timeout shall be taken at the next stop in the game. Timeout can also be taken directly when a goal is scored, but not when there is called for a penalty shot, a corner stroke or a free-stroke at decisive position (at the 17 – mark or close to). The referee announces the extra time for all the time spent on the timeout. Player with time penalty cannot participate in the timeout.

If timeout is called in the last minutes of the first or second half, or in overtime, there can never be more time left than was left when the referee called for timeout.

C4.9 Teams arrive too late at the ice

Teams which arrive at the ice too late shall be penalized with a 5 min penalty. The team captain appoints the player who shall serve the penalty.

Rule 5. The player's rights and obligations

The goalkeeper may within his penalty area throw himself on the ice to stop the ball. It is not permitted for any other player to throw himself on the ice to stop the ball or to obstruct an opponent. A field player lying on the ice is considered to be out of the game and not allowed to use his stick. A field player is allowed to play when he has one knee or one hand on the ice.

Only the goalkeeper is allowed to participate or interfere in the game without a stick. A player with a broken stick should not participate in the game before he has got a new stick. He shall personally remove the parts of the broken stick from the rink. He is responsible for removal of all parts of the broken stick from the ice.

Comments and interpretations

C5.1 Players without stick

Field players who interfere or participate in the game without stick or with part of a broken stick shall be penalized (5 min). The penalty shall be 10 min if the irregular participation takes away a decisive scoring opportunity for the opposing team.

C5.2 Players who incidentally touch the ice

Players who incidentally and unintentionally touches the ice with hand or knee, is allowed to participate in the game.

C5.3 Players in kneeling position

A player in a kneeling position with both his knees is out of the game and is not allowed to touch the ball. It is not allowed to play the ball with one knee and one hand on the ice at the same time.

C5.4 Players who throw themselves on the ice

Field players who intentionally throws themselves on the ice in order to stop an opponent, is to be penalized (10 min.). If a collision takes place in the penalty area, the referee should award a penalty shot.

C5.5 Goalkeeper who throws himself on the ice

The goalkeeper is allowed to throw himself on the ice to stop the ball within his penalty area. Should the goalkeeper collide with an opponent before the goalkeeper reaches the ball, the referee shall blow for a penalty shot. (The goal-keeper shall be given 10 min. penalty).

C5.6 Goalkeeper playing outside his penalty area

A goalkeeper who is playing outside his penalty area shall be subject to the same rules as field players. (Ref. point C5.4 above).

C5.7 Broken stick

A player with a broken stick is personally responsible to remove the parts from the rink. Players who fail to do this, shall be penalized (5 min.).

C5.8 Players who incidentally are outside the rink

A player, who incidentally has come outside the rink, is allowed to play the ball even if his skates or part of his skates are outside the rink.

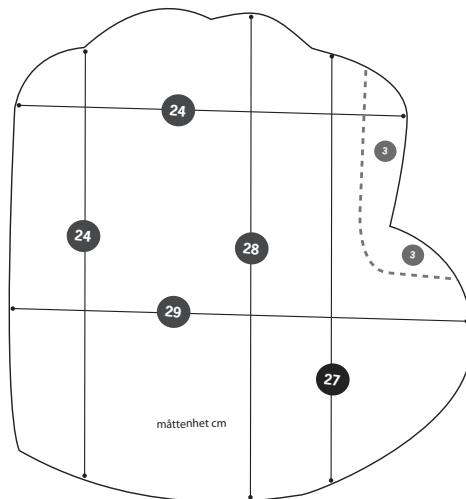
C5.9 Entrance of a substitute

Players who have been totally out of the rink (substitutes, penalized players or players who have come too late for the match) shall all have at least one skate on the rink before they can participate in the game. Before they are inside the rink, they are not considered to take part in the game.

Rule 6. The goalkeeper

6.1 The goalkeeper's equipment

The goalkeeper should wear a uniform clearly different from that of the others. He is not allowed to use a stick. The goalkeeper's gloves must have five separate fingers. Protection of the inside included the thumb, a maximum width of 290 mm. Protection of the inside of the other four finger, a maximum width of 240 mm. Maximum length of protection inside must be 280 mm.



The leg protection shall comply with FIB EC's regulation. Dimension shall be max 80 cm high and 30,5 cm wide.

Face mask (full face protection) for goalkeepers.

Face protection is compulsory for goalkeepers. Face protection must be approved by the player's national federation. Modifications to the facial protection are prohibited. A test blade (6 x 53 mm) shall not be possible to get through the protection.

6.2 Intentional play to own goalkeeper

A ball, intentionally played in direction to own goalkeeper, must not be caught, stopped or picked up by hand. The goalkeeper may stop the ball with his skates or body. Otherwise a penalty shot is called. Back Games to own goalkeeper will result in penalty shot and time penalty when the pass is intentionally to the goalkeeper.

6.3 What the goalkeeper can do inside his penalty area

Inside the penalty area the goalkeeper can use skates and any part of his body to stop, hold, strike or kick the ball.

The goalkeeper may not hold the ball with one hand or both for more than 5 seconds. Thereafter the goalkeeper must throw it or put it on the ice so that another player can play the ball. The limit of 5 sec. is to be counted from the moment the goalkeeper has got control of the ball. The regulations for goal-throw are stipulated in rule 10.1 and in the comments and interpretations to rule 10.

6.4 What the goalkeeper can do outside his penalty area

Outside his penalty area the goalkeeper can stop the ball or give direction to it with his body or his skates. He cannot with his arm or hand stop, hold, strike or give direction to the ball outside the penalty area. The goalkeeper can have one knee or one hand in the ice and stop the ball

outside the penalty area. Errors by goal keeper outside penalty area are punished with free stroke and if with advantaged also 10 minutes time penalty.

6.5 Punishment for the goalkeeper's violation of the rules

A. Goalkeeper's obstruction of the game

If the game is obstructed in connection with the goal-throw the goalkeeper shall be given a warning, and the opponent is awarded a free-stroke. If repeated the goalkeeper shall be penalized for 5 minutes. The goalkeeper's obstruction of the game is described in detail in rule 10 in the comments and interpretations to this rule.

B. Actions of the goalkeeper inside the penalty area

The goalkeeper can inside the penalty area stop, hold, strike, throw or kick the ball with any part of his body, including arms as well as hands. Apart from this he shall be judged in line with the field players concerning dangerous or illegal play.

C. Actions of the goalkeeper outside the penalty area

When the goalkeeper is operating outside his penalty area he shall be judged according to the same rules that apply to field players.

6.6 Penalty on the goalkeeper

If the goalkeeper is penalized 5 or 10 min, he may remain at the ice and the number of field players is reduced by one. The team captain decides which field player shall serve the penalty time. If the goalkeeper is penalized with red card, he must leave the rink and go to the locker-room.

If the team has less than 16 players on the roster (11 + 5 substitutes), any of the field players can replace the goalkeeper. If there are 16 players on the roster, one player shall be specified as a goalkeeper's substitute, and only this player can replace the goalkeeper.

6.7 Replacement of an injured goalkeeper

The same rules that applies for substitution of a goalkeeper who has been sent off the rink, also applies for substitution of an injured goalkeeper.

6.8 Goalkeeper who is unable to throw out the ball

If a goalkeeper due to an injury is unable to throw or get rid of the ball, the referee shall stop the game. The game is resumed with a face-off at the nearest free-stroke point on the penalty line.

6.9 Goalkeeper who switches place with a field player

If a team has less than 16 players (11 + 5), the goalkeeper can switch place with a field player, but the referee must be informed of this before the switch takes place.

6.10 The goalkeeper should not be hindered by field players

A goalkeeper inside his penalty area should not be hindered to catch the ball from the ball basket, or to set it into the game again.

An opponent, who does so, shall be given a warning. If repeated, the player will be sent off the rink for 5 min.

Rule 7. Playing the ball

7.1 Strokes with the stick

The player is allowed to hit, stop, give direction to or bring the ball with him as long as the point where his stick hits the ball is not higher than his shoulder in upright position. If the player jumps up from the ice, he is allowed to hit the ball with his stick but not higher than chest.

7.2 Giving direction to the ball

The player with his skates on the ice is allowed to direct the ball with his body or with his skates. There is no limitation in number of directing the ball to their own stick. If the ball is directed to a teammate with his skate or body, then just one directing permitted before the ball is played with the teammates stick. Such directions is not allowed if the player uses hand, arm or head.

A player may jump from the ice to stop or hit the ball, or direct the ball to another player, but only if this does not expose other players to danger. It is allowed to jump up from the ice and play the ball with the stick, but not higher than his chest height.

7.3 Hand stopping or stopping the ball with high stick or head

Field players are not allowed to stop the ball with his hand, arm or head. If a player intentionally plays or stops a ball with the stick above his shoulder height, or with his head or hand/arm, the game shall be stopped, and a free stroke is awarded to the other team. If the erroneous stopping of the ball is done in the penalty area, a penalty stroke shall be awarded.

If the erroneous stopping leads to an advantage for the fouling team, the player is given a 10 m penalty.

7.4 The ball hitting a referee or the referee interference a player

If the ball anywhere on the field hits a referee or the referee made an interference of a player and this leads to an advantage of one of the teams, the game shall be stopped and resumed by face-off. (See also rule 9, C9.1)

Comments and interpretations

C7.1 High stick

Any kind of stopping of the ball above shoulder height is forbidden and shall be punished. With shoulder height is meant the height the player has in upright position and with the skates on the ice. If a player play high stick but fail to hit the ball, this should not be penalized with free stroke/penalty stroke unless the offense is considered dangerous game and the risk of other players.

C7.2 Strokes in close contact with other players

Also strokes under shoulder height may be punished, if this means danger to other players. As an example may be mentioned tennis strokes executed in narrow situations in close contact with other players. The referee shall vigorously punish any kind of play that leads to danger for other players.

C7.3 Erroneous stopping with an advantage

This means hindering a decisive chance to score a goal.

Rule 8. Play against the opponent

8.1 Striking, kicking or holding an opponent

It is forbidden to kick, trip or push an opponent, or with hand or stick to hit or hinder an opponent. It is also forbidden to grab or hold an opponent.

It is also forbidden to throw the stick against an opponent or towards the ball.

8.2 Hindering the opponent to use his stick

It is also forbidden to strike, lift, press down or hold the stick of an opponent or in any other way prevent the opponent from using his stick.

8.3 Violent play

Any violent, dangerous or unfair play is strictly forbidden.

8.4 Hindering an opponent who is not playing the ball (interference)

It is forbidden to hinder an opponent who is not playing the ball.

8.5 Acceptable body contact with an opponent.

Body contact is allowed when players are playing the ball. Such contact should be "shoulder to shoulder" and the purpose must not be to check the other player. The contact must not be violent or dangerous.

8.6 Punishment for breaking the rules

If this rule is broken, a free-stroke should be awarded, or a penalty shot if the break was committed within the penalty area of the defending team hindering a scoring chance. In certain cases the offender is penalized with a penalty (10 minutes or the rest of the match).

8.7 Tripping an opponent in scoring position outside the penalty area

If the last defender trips an opponent in a situation where the attacker is heading towards the goal, and the foul is hindering a decisive scoring chance, a free-stroke is called and the fouling player is given a red card. If the tripping is violent, the penalty shall be red card and reported rough according to rule 17.6.

Comments and interpretations

C8.1 Unacceptable contact with an opponent

The referee must show no hesitation when it comes to stopping forbidden attacks against the opponents, especially concerning strokes with the stick which hit some parts of the opponent's body. Such attacks are to be punished wherever they take place on the rink.

C8.2 Strokes against the opponent with the stick when not hitting

A situation with the ball within reach and the ball out of reach.

When a player tries to hit an opponent with his stick and the player fails to hit the opponent, a free-stroke shall be awarded and there shall be a 10 min penalty or a red card for the player. If the situation takes place inside the penalty area a penalty-shot shall be called.

C8.3 Strokes on the stick

Any strokes against the stick of the opponent are forbidden and shall be punished. If a player, due to an illegal stroke against his stick, is sending the ball out of the rink, he shall be given a free-stroke or a penalty-shot.

C8.4 Shadowing an opponent

It is not allowed intentionally to shadow a player when your own team are in possession of the ball. Such behavior shall be considered as shadowing, and the referee shall give warning to the shadowing player, and he shall blow for a free-stroke. If shadow is repeated, by the same player or by a team-mate, the referee shall blow for a free-stroke and send the shadowing player off the rink (5 min). You may only shadow a player when your own team has not possession of the ball.

C8.5 Tripping an opponent outside the penalty area

To give a red card for taking away a scoring chance by tripping an opponent, the following conditions should be valid:

The attacker being tripped must:

- have his/her face towards the goal
- not be skating towards the side-lines
- have passed the center-line but not inside the penalty area
- be skating towards the goal
- be completely free

C8.6 Tripping an opponent inside the penalty area

Taking away a scoring chance by tripping an opponent inside the penalty area leads to a penalty stroke.

Rule 9. Approval of goal

The intention of the game is to make goals, and the team who scores the greater number of goals in the match, is the winner. If neither of the teams has scored, or if both teams have made the same number of goals, there is a draw.

9.1 An approved goal

If not otherwise decided in these rules, an approved goal is made when the ball is played in a regular manner and the whole ball has passed the inner definition of the goal line between the two goal posts and the cross-bar.

A goal can be made directly from a stroke-off, penalty-shot, a free-stroke, a face-off or a corner stroke.

9.2 Unapproved goals

No goal is made if an attacking player gives intentional direction to the ball into the goal cage by any part of his body or with his skates. A shot hitting a team mate's skates or body and then goes into the goal, shall be approved, unless the team mate is acting actively to direct the ball.

A goal cannot be made directly from a throw-out from the goal-keeper of the attacking team.

9.3 The goal cage out of position

Should the goal cage for some reason have been moved out of its position, the referee is to award a goal if, according to the referee, the ball has passed the goal-line between the post marks and under the crossbar height.

9.4 Stroke-off after a goal

After a goal has been scored, there shall be a stroke-off for the other team from the center of the rink, just as is done at the start of the match.

If a goal is scored near the end of a period, the two teams shall take its position at the center of the rink for stroke-off even if the time of the period has elapsed. This is done to underline that an approved goal has been made.

When a goal is scored on overtime in first or second half with "one shot" on free stroke, corner stroke or penalty shot there shall be no stroke-off afterwards.

Nor shall there be a stroke-off when a goal is scored under the principle of "First goal wins".

Comments and interpretations

C9.1 The ball hitting the referee

If a ball from the stick hits the referee, and then goes into the goal cage, the goal shall not be approved.

C9.2 The ball hitting a team-mate or an opponent

If a ball from the stick hits an opponent, and then goes into the goal cage, the goal shall be approved.

If the ball hits a team mate's skate or body and thereafter goes into the goal, the goal shall be approved unless the team mate is actively directing the ball.

C9.3 The ball hitting a spectator

If a correctly played ball hits a spectator, or anyone else but an authorized player, who incidentally is on the rink and then goes into the goal cage, the goal is not approved. The play is resumed by a face-off.

C9.4 A ball hindered by somebody not concerned with the game

If the ball is prevented from crossing the goal-line by somebody not concerned with the game, the goal is not valid. The game shall be resumed by face-off.

C9.5 Somebody unconcerned with the game tries to stop the ball

If somebody unconcerned with the game, tries to hinder the ball from crossing the goal-line, but does not succeed in this, the referee can approve the goal, if he is convinced that the unauthorized behaviour did not affect the situation.

C9.6 A broken or lost stick in connection with a goal situation

If the stick breaks off when the ball is played into the goal, the referee shall decide whether the incident meant a risk to those involved or whether the incident in any way affected the situation. If the referee thinks that this is the case, the goal shall not be approved, and the play shall be resumed with a face-off.

If this incident happens under execution of a penalty shot, and the ball goes into the goal cage, there shall be a new execution of the penalty shot.

C9.7 A goal is made when the attacking team has too many players on the rink

If a team, due to an error, has too many players on the rink when a goal is made, this goal shall not be approved. (This must be discovered before stroke-off is taken). The same rule applies if a player, who has been sent off the rink, re-enters the game too early.

C9.8 Disapproval of a goal

When stroke-off has been taken after a goal, the goal cannot afterwards be disallowed. If the referee later on should be convinced that the goal was not correct, he shall report this in the match report to the administrative authority.

Rule 10. Putting the ball in play

10.1 Goal-throw and free-stroke inside the penalty area

When the ball has been played over the end-line, and the last player who was in contact with the ball was from the attacking team, the ball shall be put in play by a goal-throw from the defending goal-keeper. A goal-throw or a free-stroke inside the penalty area can be played inside the penalty area. All the opponents shall be outside the penalty area, when the free-stroke or goal-throw is made.

10.2 The ball over the side-line

If the ball crosses the side-line, there shall be a free-stroke given to the opposing team.

The ball is placed on the rink not more than 1 m. from the point where the ball went out of the rink, and all opponents shall be at least 5 m. away from the ball when the free-stroke is executed.

10.3 Corner-stroke

If the ball crosses the end-line, and the last player who was in contact with the ball, is from the defending team, a corner-stroke is awarded to the attacking team.

The corner-stroke shall be taken from the nearest corner flag, and the ball is placed inside the quarter-circle of that flag. The referee shall control that the ball is placed correctly before he gives signal for the execution.

A second corner can only be called if the ball has been touched by the defensive team and has been outside the penalty area. If a shot after corner hits or touches a defending player, incl. the goalkeeper, and the ball passes the end line outside the goal the play shall be resumed by goal throw. If the ball is deliberately played over the end line by a defending player a new corner stroke shall be called.

When the corner-stroke is taken, the players of the defending team shall be behind or on the goal-line or end-line, and they shall not be outside the line that defines the penalty area. The stick can be placed on the ice outside the goal-line or end-line.

When the ball is correctly placed inside the corner quarter circle and the referee has whistled for play the ball shall be played within 5 seconds. Otherwise a free stroke in favour of the defending team.

If any of the offence players is inside the penalty-area at the moment the corner-stroke is taken, a free-stroke is given to the defense-team where the player crossed the line.

The playing time in both halves shall be extended so that the corner-stroke can be taken. Then the corner-stroke can only be the stroke and one direct shot.

Goal can be made directly on a corner-stroke.

When a corner stroke is called no substitutions are allowed. Nor can a penalized player enter the rink, until the ball has been put into play, i.e. the corner stroke is executed. If a player in either of two teams gets injured in connection with the corner, the injured player may be replaced after approval by the referee.

Comments and interpretations

C10.1 The whole ball over the line

When a ball according to these rules shall have passed over a line, the whole ball must have passed the rear end of that line.

C10.2 The ball hits the goal posts, the cross-bar or the referee

The ball is still in play if it hits one of the goal posts or the cross-bar and goes into the rink again. The same is the case if the ball hits the referee. Should however, one of the teams get an advantage if the ball hits the referee, there shall be a face-off.

C10.3 Execution of goal-throw, corner-stroke, free-stroke and penalty-stroke

The executor of goal-throw, corner-stroke, free-stroke and penalty-shot can not play the ball again before another player has been in touch with it.

C10.4 Regulations for the goal-throw

The goal-keeper takes personally the ball from one of the ball baskets. The goal-keeper can move within the penalty area, but not in more than 5 seconds with the ball in his hands before he puts the ball in play.

A. Obstruction of the game in connection with goal-throw

The ball shall be put into play within 5 seconds. The goal-keeper can not drop the ball on the ice and catch it again. Nor can he throw the ball in the air and catch it again.

The referee shall see that the goal-keeper does not delay the game. Violations against these regulations shall be punished with free-stroke and with penalties if such violations are repeated.

B. Putting the ball in play at goal-throw

The ball is in play again as soon as the goalkeeper enters the rink with the ball in one or both of goalkeepers hands. An attacking player can enter the penalty area after the goalkeeper has entered the rink with the ball in one or both hands but the player may not disturb the goalkeeper (clarification during E)

C. The goal-keeper lose the ball into the goal-cage or over the end-line

If the goal-keeper throws or looses the ball over own goal-line - it is a goal, or over the end-line - a corner is awarded. This applies in connection with a goal-throw as well as a play situation.

D. Goal after a goal-throw

If the ball after a correct goal-throw goes directly into the goal-cage of the opponent without any other player having touched the ball, this will not be approved as a goal. The play will be resumed again with a goal-throw. If however any other player, irrespective of team, touches the ball after a correct goal-throw, and the ball then goes into the goal-cage, the goal will be approved. The touch of a player from the offensive team must be at correct play with his stick.

E. The place of the opponents during a goal-throw

All the opposing players shall be outside the penalty area when a goal-throw is executed. The goal-keeper has however the right to throw the ball before the opponents have left the penalty area. If the opponent gains an advantage because one of the players was inside the penalty area, this player shall be given a warning or 5 min penalty, and there shall be a free-stroke.

F. The opponent players are obliged to be outside the penalty area. If an opponent is not at the correct position and he or his team gains a favor, a free stroke is called.

C10.5 Regulations concerning the corner stroke

A. Crossing the lines of definitions

If any of the defense players crosses the lines defined in rule 10.3, and through this gains an advantage, there shall be a new corner-stroke, and a team warning is given. The referee can await the situation and await an attempt by the attacking team, before the referee punish the defending team. Time lost through the offence shall be added to the match time. The referee can also give a team-warning who does not find a correct position within a reasonable span of time. If any of the attacking players are crossing the lines before the corner-stroke is taken, there is a free-stroke given to the defense team at the spot where the player entered the penalty-area.

B. Execution of the corner-stroke

It is not allowed to fake a corner stroke. By execution of an incorrect corner-stroke a warning shall be given, and if repeated the executor shall be penalized. If the fake gives an advantage to the attacking team, a new corner shall be executed.

C. The corner flag

The flag pole should not be moved when a corner-stroke is executed. Break against this regulation shall lead to a warning, and if repeated the executor shall be penalized.

D. Re-entrance of a player in connection with a corner-stroke

Even if the time of penalize is over for any player, he is not allowed to re-enter the rink when the referee has blown for a corner-stroke. When the ball is put into play again after a corner-stroke, the goal-keeper is not allowed to throw the ball directly to a player who at this moment enters the rink. This applies to re-entrance of penalized players as well as for players who for other reasons have left the rink, and re-enters the rink directly after a corner-stroke. It also applies to players who enter the rink to add the number of players up to eleven. Break against this regulation leads to a free-stroke.

Rule 11. Offside

11.1 Definition of an offside

A player is offside when he is on the opponents side of the rink and there is less than two players (also included the goal-keeper) of the opponent's team between the player and the opponents end-line in the moment when the ball was played by one of the player's team-mates. It is also a condition for being offside that the player is closer to the end-line than the ball when played.

11.2 Stopping the game because of offside

The referee shall stop the game because of offside and blow for a free-stroke, if a player receives the ball in offside position, or if he in offside position disturbs the play or the opponent, or if the player in his position gains an advantage in the game. The player must be in this position at the moment the ball is played.

The defending team is awarded a free-stroke and this is executed from the place where the player was in the offside position.

The game shall not be automatically stopped if a player is in offside position, but only if the player participates in the game as described above.

Comments and interpretations

C11.1 The offside rule is valid in all situations

The offside rule also applies to free-strokes, penalty shots, face-off and goal-throws.

C11.2 The ball touches an opponent

A player, who is in offside position, can be stopped for offside when he receives the ball from a team-mate even if the ball on its way touches an opponent.

C11.3 The ball is played by an opponent

A player shall not be called for an offside position if he receives the ball played from an opponent.

C11.4 The ball hits the goal frame or goalkeeper and then to a player

If the ball hits the goal frame or goalkeeper and then goes out to a player in offside position, this shall be considered to be a direct pass, and the game shall be stopped because of offside.

C11.5 A passive player in offside position

A player, who is in offside position, does not participate in the game and does not disturb his opponent, shall not be stopped for offside. The referee is reminded that the offside position

itself is not an offence. An offence occurs first when he influences the game such as described above.

An attacker in an offside position can underline his passivity by crossing the side line or the end-line. But the player cannot re-enter the rink until the offside situation is over. As soon as the ball has been played by the defending team, the offside situation does not exist anymore.

A defending player can not put himself out of play by crossing the end-line or the side-line. This passivity rule applies to the offence players only.

C11.6 A player who enters the opponent's goal-cage

If a player unintentionally comes into the goal cage of the opponent, he can stay there until the situation is over. If the player is quiet and in no way influences the game, he shall not be stopped for being offside.

A player who intentionally enters the goal-cage, is considered to participate in the game, and may be stopped for being in offside position.

C11.7 A player who is behind the ball

A player who is online with an opponent or behind the ball in relation to the opponent's end-line shall not be stopped for being in offside position.

C11.8 A player in offside position, who is calling for the ball

A player in offside position, who is calling for the ball, influences the game and he can be stopped for being in offside position.

C11.9 Offside shall be judged at the moment the ball was played

An offside situation shall be judged at the moment the ball is played, and not in the moment when it was received. This does not mean that an offside shall be called immediately. It might be an advantage for the referee to see how the situation develops. If the ball passes the end-line or if it is caught by the goal-keeper, it is better that the play continues by a goal-throw. If the attack is unsuccessful and the defending team wins the ball, nothing is lost for a referee who prefers to wait with his call.

The referee marks that he is waiting with a call-off by holding his arm in an upright position over his head.

C11.10 Signs for offside

Free stroke for offside must always be marked by first giving a sign for "delayed" signal (arm straight up) and then complete with free stroke signs and signals.

Rule 12. Free-stroke

12.1 Free-stroke is awarded

A free-stroke is awarded for offences against following rules:

- Rule 1: Incorrect play on rinks with electric light.
- Rule 2: Incorrect equipment: Stick, skates or obligatory safety equipment.
(Or rule 6: incorrect goal-keeper equipment.)
- Rule 3: Incorrect change of players.
- Rule 4: Incorrect face-off.
- Rule 6: Offence by the goal-keeper or for attack on the goal-keeper.

- Rule 10: Incorrect throw-out, goal-throw, corner-stroke or ball outside the side-lines.
- Rule 11: Punishment for offside.
- Rule 13: Incorrect execution of free-stroke.
- Rule 15: Incorrect execution of penalty-shot.

12. 2. Free-stroke is also awarded for:

Free-stroke can also be awarded for offences against following rules:

- Rule 5: Player's right of play.
- Rule 7: Play on the ball.
- Rule 8: Play against the opponent. For illegal offences within the own penalty area a penaltyshot should be awarded. (See rule 14.)

Comments and interpretations

C12.1 Incorrect equipment

When the referee during the match discovers deficiencies in the equipment, he shall award the opposing team a free-stroke and give 5min penalty for player who has incorrect equipment. If the deficiency is discovered during a stop in the game there shall be no free-stroke.

C12.2 Two offences made by players from both teams

If two offences are made consecutively, the referee shall blow for the first offence if he did not make use of the rule of advantage for the first offence.

The second offence can only be punished with a warning or a penalty.

If two players from different teams make offences simultaneously, there shall be a face-off.

C12.3 Two offences made by players from the same team

If two players from the same team make offences simultaneously or consecutively, or if one player makes two offences simultaneously or consecutively, the most severe offence shall be punished.

C12.4 The rule of advantage.

The referee shall not stop the play due to an offence from the defending team, if the attack continues after the offence, and the referee thinks it is possible to make a goal.

The referee shall then apply the rule of advantage. If the offence is such that the fouling player will be sent off the rink, the referee is demonstrating this by holding his arm in an upright position above his head, and then pointing at the fouling player with the arm in horizontal position. If the referee applies the rule of advantage he cannot change this decision because the attacking team does not succeed in the attack that followed the foul.

C12.5 A player expects a blow-off from the referee

If the referee after a foul decides to let the play continue even if the player evidently expects the signal from the referee, the player shall be told to continue the play either in words or by gesture.

It is the referee and not the player who decides when the referee blows the whistle.

C12.6 Technical faults by a defender inside the penalty area

A technical fault, for instance if the goalkeeper after having caught the ball put down the ball on ice and picks it up again, there will be a free-stroke for the attacking team.

If a field player make a technical fault, for instance if the player who executes the free-stroke is playing the ball again until it has been played by another player, there will be a free stroke.

Rule 13. Execution of a free-stroke

13.1 Placement of the ball

When a free-stroke is called against the defending team within the penalty area, the ball is placed on the nearest free-stroke spot at the penalty-line. The ball must lie still before it is played.

13.2 The opposing team's position

When a free-stroke is to be played, the opponents have 5 seconds to take a position at least 5 m away from the ball. If there is a violation, a warning is given.

If the 5 m rule is broken again by the same team, the offending player is penalised for 5 minutes.

13.3 The free-stroke

The ball must move at least 20 cm before the free-stroke is considered executed. The player who executes the free-stroke is not allowed to play the ball again until it has been played by another player.

A free-stroke can be played in any direction and directly into the goal.

13.4 Execution of the free-stroke at over-time

If a team is given a free-stroke on the opponents half in the last seconds of one of the periods, the playing-time shall be extended so much that the free-stroke can be taken. The free-stroke on over- time must go directly into the goal by one shot to be approved goal. This rule also applies to a corner stroke, stroke off, face off and to a penalty shot. (When corner stroke two touches are allowed).

Comments and interpretations

C13.1 Speedy execution

The referee must not delay a free stroke by correcting the placement if the ball is misplaced up to a few meters on the team's own half side.

The referee shall blow a double signal to indicate that the play can start quickly.

C13.2 Rights of the free-stroke player

The player executing the free-stroke does not have to wait for the opponents to move 5 m away if the referee has given the signal.

C13.3 Opponents' obligations

The opposing team must be positioned at least 5 m from the ball within 5 seconds of calling a free- stroke. If the free-stroke is executed before the opponents are in position, the player(s) not in position shall remain passive during the play. If the out-of-position opponent is active and gains an advantage, he is penalized for 5 minutes and a new free-stroke is called.

C13.4 Player demands 5 meter distance

If the free-stroke player demands correct distance from his opponents, and the referee agrees that the opposing team is out of position, the play is called off until the opposing players are

in correct position. A warning is given to any player who deliberately does not take the correct position. If the free-stroke is executed before the referee calls the play, the player who puts the ball into play, is penalized for 10 minutes.

C13.5 Playing the free-stroke

The free-stroke must be taken within 5 sec. after the ball is on place and the opponents are 5 m away, and the referee has whistled. If not - there is a free-stroke to the other team.

Rule 14. Penalty Shot

Penalty shots are awarded for the following offences within the team's own penalty area provided the play has not stopped due to a previous whistle.

14.1 Violent play

When a player brutally, violently or otherwise dangerously attacks an opponent.

14.2 Illegal play

A. Intentionally stopping or playing the ball in any manner above the shoulders

By stick, arm, hand or head above players own shoulders. Excluding when player protecting own face and don't move his hand at all.

B. Impeding opponent's stick

Hitting, blocking, pressing or kicking an opponent's stick.

C. Throwing the stick or other object

Throwing the stick, helmet, glove or other object at the ball or an opponent, or in other way averting a goal situation.

D. Kneeling or throwing oneself on the ice

Kneeling position with both knees on the ice, or throwing oneself on the ice to stop a ball or an opponent. (Except the goal-keeper).

E. Kicking or stopping the ball with skate above the ice

(Except the goal-keeper).

F. Holding or hooking an opponent

G. Intentionally back games to own goalkeeper. See rule 6.2.

Comments and interpretations

C14.1 Technical faults by a defending player inside the penalty area

In the case of a time penalty for misconduct in the penalty area, the re-start shall be a free stroke and not a penalty stroke.

C14.2 Throwing equipment at an opponent outside the penalty area

If a player inside his own penalty area throws equipment at an opponent outside the penalty area, a free-stroke is called. The offending player is penalised for 10 minutes.

C14.3 Defence player who holds the cross bar or goal post.

If a defending player (other than the goalkeeper) holds on to the crossbar or the goal post and stops a goal with his arm, a penalty shot is called.

C14.4 Moving the goal-cage

If a player moves the goal-cage on purpose during the game, a free-stroke is called and the offending player is penalised for 10 minutes. Should the player's action avert a goal situation, a penalty shot is called.

C14.5 Penalty shot can be called irrespective of position of the ball

A penalty shot can only be called provided the foul is committed in the penalty area, but the ball can be anywhere on the field and must be in play at the moment of the foul.

C14.6 Blows on skates or body

If a defending player, within his own penalty area, knocks down an opposing player with a blow on the skates or on the body, this is considered as violent and dangerous play. A penalty shot and penalty should be called.

C14.7 Penalty shot and penalty time

The referee is advised not to use the advantage rule in penalty situations inside penalty area. If the referee applies the advantage rule in penalty situations, he must be certain that there is a clear chance of goal. Regarding throwing the stick, the referee must be certain that the player was not affected by the thrown stick if he misses the goal.

C14.9 Decisive and consistent refereeing

The referee must not show hesitation when calling a penalty shot. A foul punished with a penalty shot in one instance must be punished the same offence at the next time. When there are more than one referee (2 or 3), it is important that they use the same basis for making a judgement.

Rule 15. Execution of the penalty shot

15.1 Any field-player, who is not penalized, can execute the penalty shot

The goalkeeper and the reserve goalkeeper are not allowed to execute penalty shots.

Players who are penalized when a penalty shot is called are not allowed to execute a penalty shot even if their penalty time expires before the shot is executed.

15.2 Players' position

Only the player who shall execute the penalty shot and the defending goalkeeper are allowed to be within the penalty area. The goalkeeper shall stand on the goal line. No other player may stand on or behind the end-line.

15.3 Placement of the ball

The ball is placed on the penalty point and must not be placed on a mound of snow or other material. If the ice is bad, the referee can allow the ball to be placed behind the penalty point, but not in front of or beside the penalty point.

15.4 The penalty shot

The ball must be shot a head. If the ball is played backwards, a free-stroke is given to the defense team. A fake is not allowed. The swing and the shot must be a continuous movement. Any foul on this point is called under 15.5 (Foul by attacking team's players)

Goals can be scored direct from a penalty shot.

The player who executes the penalty shot is not allowed to hit the ball again before it is played by another player. This also applies if the ball hits the goal posts or the crossbar and bounces back on the field again. A foul is punished by a free-stroke.

15.5 Fouls by attacking team's players

If any of the attacking team's players make a mistake immediately before the penalty shot is executed, it is to be called as follows:

- A. If the shot goes into the goal, the penalty shot is played again.
- B. If the shot does not go into the goal, the penalty shot is considered complete.
- C. If the ball hits one of the goal posts or the goalkeeper and bounces back on the field, a free-stroke for the defense-team is called at point where the foul was made.

15.6 Fouls by defending team's players

If any of the defending team's players make a mistake immediately before the penalty shot is executed, it is to be called as below:

- A. If the shot goes into the goal, the goal is approved.
- B. If the shot does not go into the goal, the penalty shot is played again.
- C. If the ball hits one of the goal posts and bounces back on the field, the penalty shot is played again.

15.7 Fouls by both teams simultaneously

If players from both teams make a mistake simultaneously immediately before the penalty shot is executed, the penalty shot is played again.

Comments and interpretations

C15.1 Running start by player who shall execute penalty shot

If the player who executes the penalty shot makes a running start, this must be done inside the penalty area, but not in front of the ball.

C15.2 Penalty shot immediately before half-time or end of game

If a penalty shot is called immediately before half-time or the game is over, the referee shall extend the game to make it possible to execute the penalty shot. If a penalty shot is made in overtime, one shot only is allowed. A goal is approved only if the ball goes direct into the goal or via the goalkeeper or goal posts.

The referee shall inform the executor that it is overtime.

C15.3 Passing the ball to a team-mate during the penalty shot

If the penalty shot is made as a pass to a team-mate, the referee must pay strict attention to the rules. The ball shall be shot forwards toward the goal and must move at least 20 cm to be considered executed. At the moment the penalty shot is executed, the player who shall receive the pass must be outside the penalty area and not in an offside position.

If the penalty shot is played backwards, a free-stroke is called to the opposite team. Further fouls on this point are penalized with a free-stroke.

C15.4 Goalkeeper's position

The goalkeeper shall stand on the goal-line until the ball is in play. If the goalkeeper is not in correct position, the foul shall be called as in 15.5 (Fouls by defending team's players)

C15.5 The referee's signal

The referee must not signal for the execution of a penalty shot until all players are in the correct position. If the penalty shot is executed before the referee gives the signal, this situation is called as in 15.5 (Fouls by attacking team's players).

If the penalty shot is executed before the referee gives the signal, the player is penalized for 10 minutes. Otherwise this situation is called as in 15.5 (Fouls by attacking team's players).

C15.6 Player penalty and the penalty shot

If the offence that led to the penalty shot also results in the player being penalized for the rest of the game (red card), no replacement can be made. The team is playing with reduced number of players for the rest of the game. If the offence results in the player being penalized for 10 minutes and the penalty shot results in a goal, the penalized player with the shortest remaining penalty time may re-enter the field.

This also applies when a goal is scored from a penalty shot, where the executor of the penalty shot passes the ball to a team-mate who scores, or if a goal is scored from a return from the goalkeeper or one of the posts. Remember that the executor of the penalty shot cannot play the ball from a direct return from one of the posts. (Rule 15.4.)

The penalty-shot is “over” when the ball is outside the penalty-area, over the end-line or a goal is scored.

The referee must notify the field officials and team officials that the team can send in a player in the above situations.

Rule 16. Penalty Shot Competition

As an alternative to extending the game or as an addition to a game already in overtime, a penalty shot competition can be arranged in order to determine a winning team. The following rules should be observed:

16.1 Teams must know of possibility for penalty shot competition before the start of the game

Both the referee and the teams must be aware that a penalty shot competition can be used. This can be a part of the game’s rules or be sent in writing to the teams before the game.

16.2 Players entitled to participate in penalty shot competition

Only players and substitutes who were on the team roster at the end of the ordinary playing time (or overtime) are entitled to participate. Other players may not be added, even if a team has fewer players than according to the regulations.

Players who have timed penalties may participate. Players who were expelled for the entire game (red card) may not participate. Goalkeepers can not participate.

16.3 Start of competition

The referee decides which goal to use. The referee flips a coin between the teams; the winning team shall take the first penalty shot.

Both teams shall in the first phase take the number of shots decided by the game’s authority (normally 5, but sometimes 3 in compact tournaments) each alternating between the teams and by different players of the team. Only when all entitled players have made their first shot, a player may take his second shot.

If one of the teams, before both teams have taken the fixed number of penalty shots, has scored more goals than the other team can achieve, the penalty shot competition shall be stopped, even if not all penalty shots by both teams have been taken.

16.4 Awarded goal

At a penalty shot competition, a goal is awarded only if it is scored direct into the goal or by a deflection from the goalkeeper or goalposts into the goal. No second chance is given if the ball hits the goalkeeper or posts and returns without crossing the goal-line.

16.5 Equal score after 5 (or 3) penalty shots

If both teams have scored the same number of goals after the 5 or 3 initial shots per team, the teams will continue to take one shot each, until the one team has scored one more goal than the other team by equal number of shots.

16.6 The other players

During the penalty shot competition, all players except the two goalkeepers and the executor of the penalty shot shall remain at the mid-field circle. The one goalkeeper not in action should stay behind the end-line and outside the penalty area (17 meters from the goalpost).

16.7 Execution of the penalty shot competition

If there are 2 or 3 referees in the match, these should assist each other in carrying out the competition.

If there is only one referee, the coaches should assist the referee.

16.8 General remarks

If something is not covered through the above, the general rules of bandy will apply.

Rule 17. Warning and Penalty

The referee shall penalize players and coaches who break the rules according to the following guidelines:

17.1 Verbal warning

The referee can give a verbal warning if he thinks this is to the advantage to the game. A verbal warning is not in order if the offence qualifies for a warning or a penalty.

A verbal warning should only be given when the game is stopped.

17.2 Warning (yellow card)

All warnings for technical fouls shall be given as team warning. The next fault by the same team shall be penalized with 5 min penalty. This applies for:

- Rule 6. Mistake by a goalkeeper.
- Rule 8. Attempt to shadow player not having the ball.
- Rule 10. Mistake by goalkeeper when throwing out the ball, mistake by attacker when the ball is thrown out by goalkeeper and mistakes by attackers and defenders in corner-stroke situations.
- Rule 12 and 13. Mistake by attacker in free-stroke situation.
- Rule 13. Avoid taking 5 m distance in 5 seconds.

A warning should be indicated by the referee raising his arm above his head holding the yellow card and then bending his elbow and curving his arm over his head. The game's secretary should also be notified of a team warning.

17.3 5 minutes penalty

The referee is to penalize a player for 5 minutes for the following offences:

- Playing without mandatory protection equipment.
- Obstructing or taking the ball from the free-stroke spot after a free-stroke has been called or trying to hinder the execution of a free-stroke.

- Playing with incorrect equipment . A player is starting a match who have been denied to participate due to incorrect equipment.
- Refusing to stand 5 meters away from the ball in a free-stroke or in a corner stroke situation if the player's team has already had a team warning. If a player in connection with execution of a free-stroke takes a sabotage-like position.
- Shadowing an opponent when your own team are in possession of the ball. It should be a time penalty if a player from the same team has already been warned.
- If the team is guilty of an offense that gives warning and the team previously warned
- Playing without a stick or with a broken stick.
- Players who do not pick up and remove from the ice broken parts of his stick
- Teams which do not arrive at the ice at time instructed by the referee

17.4 10 minutes penalty

- Illegal play against an opponent in a game situation such as slashing his stick, running into, holding, knee or leg tackling or hitting the skates.
- Protesting a referee's decision.
- Deliberately throwing the stick or any other object at the ball or another player. This also applies for a player at the team bench, and in such case the team at the field shall be reduced by one player for 10 min.
- Behaving incorrectly towards players, coaches, officials or spectators.
- Playing the ball before a new signal when a 5 meter free-stroke distance is demanded.
- Playing or stopping the ball intentionally with high stick, hand, arm or head, or in another irregular way, with decisive advantage to the team.
- If a team makes an irregular substitution, or if the team plays with too many players at the field, the player(s) who are committing the fault(s) shall be given a 10 min penalty which is to be served full time and without any abbreviation, even if the opposite team scores a goal.
- Intentionally hindering an opponent who is not playing the ball (interference) and win a favor of this.
- A player who is not listed on the signed match report participates in the game. The team captain appoints a player to serve the penalty.

17.5 Exclusion for the rest of the match. Personal penalty (mild, not reported)

The player who commits the offense is expelled for the rest of the match time, and the exclusion is not to be reported.

The team plays with one player less for 10 minutes, full time penalty. The captain decides which player should serve the time penalty.

Situations for Personal match penalty, not reported:

- A player who commits an offence (17.4) which is punished by a 5 or 10 minutes penalty is to be excluded from the game if he has two previous timed penalties.
- A player who hinders a scoring chance by tripping an opponent outside the penalty area is given a red card. (See rule 8.7)

- A player penalized five minutes for incorrect equipment re-enters the game, without demonstrate to the referee that the equipment is properly.
- A player not be stated on the signed match report participates in the game.
- If a player on the penalty bench or a player during time penalty in half time made a misconduct. Unless the penalty is rough reported
- If a player in connection with the time penalty of 5 or 10 minutes is guilty of an additional foul that will be penalized by 10 minutes. (Except 10+10 minutes misconduct , see 17.6)
- If a penalized player intentionally enters the field before the penalty deadline, or leaving penalty bench without the referee's permission.

17.6 Exclusion for the rest of the match. Rough reported penalty.

The referee is to penalize a player for the remaining time of the game for the following offences:

- Attacking an opponent in a ruthless way, such as by direct blows or kicks on hands, arms or body.
- Attacking an opponent in a brutal way, such as incorrect tackling with high speed or blind side tacklings.
- Abusive language and attacks towards the referee, officials, players, coaches or spectators.
- If a player in connection with a 10-minute time penalty for misconduct is guilty of further time penalty.

Players penalized for the above offences at 17.5 and 17.6 have full game penalty and may not participate or be substituted in the case of extra time or penalty stroke competitions.

17.7 Penalizing coaches and/or substitutes on the substitute bench

The coaches and the substitutes at the bench can be given verbal warning, 10 minutes penalty or red card rough reported.

If a player on the substitute bench is penalized for misconduct 10 minutes he will be placed on the penalty bench and the numbers of players at the ice is reduced by one player.

If a player on the bench is penalized by red card rough reported, the number of players at the ice is reduced by one for the rest of the game.

If the coach is penalized 10 minutes for misconduct, he will remain in leadership and continue his coaching work. The captain decides which player should sit on the penalty bench. The penalty is a full-time penalty, and the player must sit on the penalty bench for 10 minutes and not re-enter even if a goal is scored by the opposite team. The responsible coach will also be punished with a 10-minute penalty for administrative errors on the signed match report. The captain decides which player should sit on the penalty bench. The penalty is a full-time penalty, and the player must sit on the penalty bench for 10 minutes and not re-enter even if a goal is scored by the opposite team. The penalty according to this rule shall not be regarded as a personal penalty for the person who was appointed by the captain to serve the penalty.

If the coach is penalized for the rest of the match, red card rough reported (red card); one of the players, but not goal-keeper, shall serve the penalty for 10 minutes and the number of players at the field is reduced by one. This time penalty is called full time penalty and the player may sit on the penalty bench for 10 minutes and not reenter if scored by the opposite team. Penalty according to this rule shall not be regarded as personal penalty for the person who was appointed by the captain.

The penalized person, red card rough reported shall be removed from the playing field/bench-area In this situation the misbehaviour shall be reported.

17.8 Penalty for simultaneous offences

If a player commits several offences at the same time, he should be penalized according to the offence giving the longest penalty.

17.9 Fulltime penalty

In following situations, the penalty of 10 minutes by fulltime penalty be used. A fulltime penalty implies that the penalized player remains on the penalty bench for 10 minutes, even if the opposing team scores.

- If players from both teams commit coincidental time penalties in the same situation.
- If a player makes an incorrect substitution.
- If a team plays with too many players on the ice.
- The player who sits on the penalty bench for a time penalty for misconduct by a leader.
- The player who sits on the penalty bench for a time penalty for red card rough reported by a leader.
- The player who sits on the penalty bench for a red card not reported (mild).
- The player who sits on the penalty bench for a time penalty for administrative errors on the signed match report by a leader.

Comments and interpretations

C17.1 Admission of penalized player at goal

If a goal is scored and the opponent team has one or more timed penalized player(s), the player with the shortest remaining penalty time is allowed to re-enter the game. This also applies for a time pending penalty. If one or more pending timed penalties are cancelled, due to a goal is scored by the opponent team, and the team has one or more players sitting on the penalty bench, these player(s) shall remain on the bench.

If there is a pending red card penalty in a situation where the foul is severe, the penalty is not cancelled. The team must play with reduced number of players for the rest of the game, and any players on the same team having a timed penalty shall remain on the penalty bench

If players from both the teams get penalty at the same situation, the penalties are personal, and the players shall sit at the penalty bench all the penalty time regardless any goal is scored.

When calling a penalty shot, there shall be given a penalty, timed or rest of the match, to the player committing the offence, but only if the foul itself legitimates so. If timed penalty and the penalty shot results in a goal, the penalized player with the shortest remaining penalty time may re-enter the field. Further rules are described in rule 15, C15.6.

C17.2 Penalty for too many players on the field

If a team plays with too many players on the field, the extra player(s) shall personally be penalized for 10 minutes. If the referee is in doubt which player is in excess, the team captain shall decide. If a team with too many players commits other offences, these shall be penalized according to the normal rules.

C17.3 The advantage rule. Delayed penalty

If the referee applies the advantage rule for an offence that qualifies for a penalty, he holds one arm straight up and points to the offending player. When the play is stopped or the goal situation no longer exists or the opposing team has cleared the situation, the whistle is blown and the offending player is penalized.

If a player who is subject to a delayed penalty commits another foul before the whistle is blown, he shall be penalized according to the most serious offence.

C17.4 Penalized player (5 or 10 minutes)

A penalized player shall sit on a special penalty bench, or close to the center line. Should he be seriously injured, he may be permitted to leave this spot.

The referee shall inform the match secretary of the duration of the penalty. The match secretary or the referee checks the time of penalty, and tells the player when the penalty has expired.

When the penalty has expired, any player may enter the field, not necessarily the player who served the penalty. Re-entry takes place at the center line. (Rule 3, C3.3).

C17.5 Time-keeping of the penalty

The time-keeping of a penalty starts when the play is resumed. Any addition of time to the game made while a player serves a penalty, must be added to the time of the penalty. A player is not allowed to enter the field when a corner stroke is called even if his penalty time is over. He must wait until the ball has been put into play.

C17.6 Penalized player who re-enters the field too early

If a penalized player re-enters the ice before end of his penalty time, unless told by the official timekeeper, he is penalized for the rest of the match.

If the match secretary is responsible, the player is shown off the ice when the error is discovered in order to serve the remaining time of the penalty.

If the team with too many players scores a goal while their penalized player is on the ice, the goal is disallowed. (Rule 9, C9.7).

C17.7 Offences committed by penalized player

A penalized player who, at the bench or in the half-time break, commits an offence qualifying for match penalty shall be penalized according to the character of the offence.

C17.8 Player or coach who has been given match penalty

A player or coach who has been given match penalty is not permitted to stay at the team bench. Nor is he allowed to stay between the field and the spectator area.

C17.9 Offences committed outside official match time

If a player commits an offense which qualifies for a match penalty before the match, he is shown off the ice. The team can complete the match with a full team, but the number of substitutes must be reduced by one. If the offense occurs when the referee has entered the ice just before the match starts or in the halftime break, the team shall be reduced by one player for the remaining match time. If the offense occurs **after** the match, the referee must prepare a report and submit it to the jury.

C17.10 Referee conduct

The referee must not show any hesitation in penalizing players who show misconduct or play in a violent or dangerous way.

The referee shall make every effort to judge situations so that an advantage is never given to a team who commits an offence.

When a referee warns or penalizes a player, it should take place in the following way:

The referee shall address the player at normal speaking distance, and with other players at distinct distance. The referee shall inform the player of his offence and the extent of the penalty both orally and with stipulated signs. Warning is signalled by yellow card, time-limited penalty by white or blue card, and match penalty by red card. In matches where there is a match secretary, the referee shall approach the match secretary and inform him of the cause and the time of the penalty. At the same time, the correct card colour is shown to the secretary (white card for 5 min, blue card for 10 min, and red card for match penalty). When there is no match secretary, the same information is given to the team coaches.

The referee must never let the penalized player out of sight until he has left the field at the centre-line.

C17.11 Reporting of match penalties to players, substitutes or coaches

When a match penalty is given (red card for rough foul or misbehavior) the referee must report the incident to the proper administrative authority and in accordance with existing instructions.

The referee is responsible for informing the team coaches if he is going to file a report on a player or a coach. Team coaches shall contact the referee after the match in order to ascertain such action.

C17.12 Players and leaders who received red cards rough reported

Players and leaders who receive a red card in the match.

Rule 18. The Referee and the Match Secretary

18.1 The referee's authority

The referee's authority becomes effective when he arrives the playing area, and lasts until he leaves.

18.2 The referee's uniform

The referee shall wear skates and an approved striped shirt and dark long pants. The referee shall wear a black helmet. FIB TC can decide on other colors of the referee shirt. The referees must wear similar uniforms and they should have divergent color against players uniform.

18.3 Time of match

The referee is responsible for controlling the match time.

The referee shall extend the playing time by the length of time elapsed due to accidents or other causes. Likewise the referee shall stop the game when necessary. If the referee must cancel the rest of the game, this must be reported to the proper authorities. (Rule 4.5).

18.4 The right to refuse a player to participate

The referee has the right to refuse a player to participate if he prior to match time behaves improperly towards the referee or other officials, or if the player's condition is such that the referee is of the opinion that the player should not participate in the match.

The team of the refused player has in this case the right to use another player.

18.5 The refereeing

When players break the rules, the referee shall blow the whistle as a signal that the play should stop. Immediately thereafter the referee should blow the whistle again as a signal that the play should resume.

The referee has the right to signal a free-stroke whenever a player's behavior seems to deteriorate or become dangerous for the opposing players, even if the offence is such that it does not qualify for stronger penalties.

The referee's decisions are in all cases based on judgement, and are final. If it appears, whether it received a protest, the referee's decision is based on obvious errors which pose a significant risk of injury to players, coaches, referees or officials, the Jury may decide to change the consequences of incorrectness.

18.6 Instruction from the side line

In official matches, the referee must not permit trainers, coaches or substitutes in a disturbing way instruct the players at the field. Attempts will lead to warnings, and if repeated qualify for stronger penalties.

18.7 Match report

The referee shall report the result of the match to the administrative authorities. The head referee should control and sign the match protocol after the match.

The referee shall report bad behavior and any other offence which qualifies to be reported, and that are committed by spectators (named or not), coaches, trainers, players or match officials, when this takes place on the field or in its proximity, both before, during and after the match.

On the basis of the report, the administrative authorities will make a decision with respect to the parties committing the offence.

18.8 Match secretary

In international matches a match secretary must be present. In other matches a match secretary may be used, either because the administrative authority so decides or because the arranging team so desires.

The match secretary is an official of the game who in every respect is subordinated the referee.

Comments and interpretations

C18.1 The referee's relationship to players and officials

The team coaches and substitutes must not stay near the goals or at the sideline, but stay in their predetermined areas.

At the players' request, the referee should briefly explain the reason for a decision. Avoid discussions and disagreements with players and/or officials on the field. Similarly, avoid discussions and disagreements with players and officials off the field, but feel free to explain the reason for a decision.

C18.2 The referee's relationship to the spectators

The referee should make sure that the spectators keep off the field, and thus do not obstruct play. He may instruct the arranging team's representative to see that spectators remain in places so as not to obstruct play.

The spectators are also to a certain extent subordinated the referee, as they can be expelled from the field for seriously slandering the referee or the players, or in another way behave so as to hamper the completion of a match.

C18.3 Brutal play

With respect to brutal play, the referee must follow his own judgement. When a player's conduct is dangerous, or may become dangerous, the referee shall signal a free-stroke. If necessary, the referee shall also warn the player, and if repeated penalize the player. In the case of violence, the referee can penalize the offenders without previous warning.

C18.4 Addition of match time

At the exact expiration of time, at half-time or full time, the referee shall signal the end of play, whether the ball is in play or not. (Except for execution of penalty-shot, free-stroke or corner-stroke called in the last seconds of the period). Through accidents and resulting delay of game, or if players purposely use delaying tactics, e.g. in connection with free-strokes, corner strokes or goal throws, the referee may prolong the match time in full or half minutes equivalent to the time lost.

C18.5 Duties of the arranging team when there is a match secretary

The arranging team is responsible for the following items being available for the match secretary: Table, chairs, two stop-watches or more, report forms and necessary pens and stationery. The match secretary should be placed outside the playing field at the center line.

C18.6 Duties of the match secretary

The match secretary is an official of the game, who is subordinated to the referee during the match. Well ahead of the match time, the match secretary should contact the referee (referees) in order to receive information about co-operation during the match. The match secretary is responsible for supervising the time of penalties and penalized players. The timing of the penalties is not started until the play has been resumed.

C18.7 The forth referee, when appointed by the administrative authority

- The forth referee shall take action if one of the three ordinary referees is not in able to fulfil the match. He shall rapidly be able to replace another referee. Otherwise he shall assist the three referees.
- The most merited of the assisting referees, or the forth referee, shall replace the head referee if he is unable to complete the match. If one of the assisting referees replaces the head referee, the forth referee shall act as assisting referee.
- The forth referee shall communicate by wireless head set enabling him rapidly to contact the head referee and the match secretary.
- The forth referee shall assist in the administrative duties before, under and after the match as the head referee requests.
- The forth referee shall monitor and control the substitutions of the players during the match.
- The forth referee shall inspect and control the equipment of the players before the match. If the equipment is incorrect, the head referee shall be informed.
- The forth referee shall inform the head referee if there is misbehaviour among the persons in the technical zone (players and leaders)
- The forth referee shall inform the head referee if there are unauthorized persons in the technical zone.
- The forth referee shall inform the head referee if he detects that wrong player is penalized due to misidentification or if there is brutal or uncontrolled behaviour out of sight of the head referee. However, the head referee is alone responsible to take all decisions regarding the play.
- The forth referee shall be equipped with special jacket or vest.

§ 19. Guidelines for protest and red card rough reported

19.1 Protests

A protest must be given to the head referee or the supervisor within 10 minutes after the end of the match. A written report from the team leaders must be sent within four hours to the supervisor/tournament office.

19.2 Jury

The jury for the tournament must deal with all issues within 12 hours after the end of the match. This includes: protests, results of "rough reported" red cards, and video content.

If the jury has access to video content, they may use it to determine what suspension to apply to a player, coach, or team, even if the referees missed the situation during the match.

If a punishment involves the last match in a tournament, the jury may submit the decision to the FIB RRC chairman for subsequent handling. The FIB RRC chairman will then consult with the FIB TC in the decision. Those decisions will then be made within 7 days of the match.

The jury shall render a written decision on any protest, suspension, or financial penalties. The decision of the jury is final and cannot be appealed.

19.3 Disciplinary actions

Any "rough reported" red card is automatically a minimum suspension of one match. A "rough reported" red card issued for attacking an opponent with direct blows or kicks is a minimum suspension of two matches. A "rough reported" red card for abusive language and/or attack toward referees, officials, players, coaches, or spectators is a minimum suspension of two matches. A leader who receives a "rough reported" red card for harsh or vulgar language towards any match official will receive a minimum suspension of one match. The jury may also impose financial penalties.

A leader who is highly critical of an official during a press conference or in other situations before or after a match can be punished by the jury with a suspension and/or financial penalties.

Players who are younger than 17 may be given lesser suspensions, due to their younger age.

If a player or leader commits a very serious offense, e.g. direct hits to the referee or mistreatment of another participant, the suspension may be stated in length of time rather than the number of matches. In that situation the case is to be handed over to the FIB Executive Committee (EC) for a final decision. The player or leader in this case is suspended during the investigation. In such cases, the player's / leader's national federation shall also be informed so they may decide on a national suspension.

If a player or leader is suspended for more matches than remain in the tournament, the following rules apply:

- The suspension will carry forward to the next tournament (for the same classification of tournament).
- If a youth player has been suspended, but their suspension remains while the player moves up to the next age classification, the suspension is treated under the guidelines of the older age bracket.
- If the suspended player or leader is not nominated for the same classification of tournament within two seasons, the suspension will be canceled. If the suspended player or leader is younger than 19 years at the moment of receiving the suspension and is not nominated for the same classification of tournament within one season, the suspension will be canceled.

§ 20. PLAYING RULES RINK BANDY

Approved by the FIB TC 2019. (printed first edition 1997 and adjusted by IBF at congress 1999.

Rule 1 THE PLAYING FIELD – RINKBANDY

The Field Dimensions and Marking (Boundary and Playing Lines)

The field shall have a length of 45m minimum or up to 60m maximum; and shall have a width of 26m minimum or up to 31m maximum. The field shall be clearly marked with complete boundary lines; a middle line (red), two goal lines (red), and two "offsides" lines (blue). The playing field between goal lines shall be divided into 3 equal sized portions. There must be 4 stroke-off areas each marked with red complete lines. The circle has a radius of 4.5m. The goal area is marked as a half-circle from goal line to goal line with an outward radius of 1.8m measured from the middle of the goal.

Sideboards

The field shall be surrounded with sideboards of a minimum height of 15cm and maximum of 122cm. When using low sideboards; primarily lowered and rounded are implemented, or the four corner tilted boards.) On the short side (baseline) are placed sideboards with minimum 3.5m and maximum 4.5m behind the goal line. Low boards can be made of wood, aluminum, or another accepted material in length of 4m 15cm high and 4cm thick. Placed on the ice with the help of hooks which are fastened to the outside of the board. Low boards must not be fastened to the ice, but must be moveable in the event they are bumped into. On the top side of the boards must be a fastened and acceptable protection.

The Penalty Area

The penalty area is from blue line and behind the goal against the endboards. The goalie can move and retrieve the ball within the entire penalty area.

Goal

The goal cage area shall have the following dimensions: Height of 122cm, width of 183cm, depth of minimum 60cm or maximum of 112cm. The goal should be supplied with braided netting. In case the goal has a metal netting, a drop net shall be in place. The net's circumference width should not be more than 4cm. The goal cage is placed with steel cylinders and the outer section facing the baseline.

Rule 2 EQUIPMENT – RINKBANDY

Helmet

All players and referees must use an approved helmet. All players must use a mouth protection device while the goalkeeper must have full face protection. All players on the ice may use full face protection (IBF approved) if they choose. All junior players (up to Y-19) must use full face protection helmet in all games sanctioned by the IBF. It is not allowed to wear unprotected body decoration. From season 2017-2018, the provision is that field players going from junior to senior shall continue using face protection throughout the career as follows:
It is obligatory to wear half face protection / visor and teeth guard/mouth guard or full-face protection. It concerns players born 1999 and later.

Players born 1998 or earlier is allowed to use only mouth guard/teeth guard.

The Sticks

Sticks may be made of wood or some similar material. The width of the stick blade (measuring from top to bottom) may not be more than 7cm with or without tape or lacing. The length of the stick is measured along the outer bending portion and may not exceed 127 cm. The corners and edges of the stick must be rounded off (sanded). The stick may not have any metal fittings, screws, straps (as in ski poles), or similar material attachments. A curved blade (hook) may not be more deeply than 40 mm.

The Ball

The ball shall be made of approved material in an easily visible color. When dropped on firm ice from a height of 1.5 m, the bounce shall be regular, 15 cm at least and not more than 30 cm. The diameter shall be 63 mm +/- 2 mm everywhere, and its weight shall be at least 60 g and not more than 65 g when unused.

The Skates

All players and referees on the ice should wear skates. There shall be no sharp points or other things on the skates, that might harm others. To prevent injuries the front and back ends of the blades shall be rounded to a radius of min. 5 mm. The blade must have a minimum thickness of 2.9 mm.

The Goal Keeper Equipment

The goalkeeper should wear a uniform clearly different from that of the others. He is not allowed to use a stick. The goalkeeper's gloves must have five separate fingers. Protection of the inside included the thumb, a maximum width of 290 mm. Protection of the inside of the other four finger, a maximum width of 240 mm. Maximum length of protection inside must be 280 mm.

The leg protection shall comply with FIB EC's regulation. Dimension shall be max 80 cm high and 30,5 cm wide.

Face mask (full face protection) for goalkeepers. Face protection is compulsory for goalkeepers. Face protection must be approved by national federation. Changes to the facial protection is prohibited. Test blade (6 x 53 mm) shall not be possible to get through the protection.

Comments and Interpretations

Approved Stickers

The previous mentioned referees must both before and during the match check that the match balls, sticks, and player uniform equipment is approved and legal.

Referee Control of Equipment

The referee shall approve and control all equipment including sticks before the start of the match. In connection to the beginning of the match will the referee receive notice from each team captain that their team is abiding by and participating within the regulations, and also, that the players on their team all have approved protective equipment in accord with these regulations. The team captain is responsible for the team at this point. If a player is in fact found to be participating with non-regulation equipment during the match, will the player be penalized (sent off) and receive 2 minutes in the penalty box. Play resumes with a free-stroke if the referee has blown to stop play in order to send off the penalized player. Players are penalized (sent off) for missing needed equipment and must show the referee on their own initiative that the problem has been corrected.

Player Losing Equipment During Match

A player who inadvertently loses protective equipment such as a helmet, mouth-protector, face-mask, plastic stoppers on skates and such is not allowed to participate in the play, and one is involved in, but must immediately thereafter correct the situation. Failure to do so will result in a penalty (time) and an awarded free-stroke.

Delay of Match for Missing Equipment

The referee shall immediately take charge against a player who delays the game by tying their skates or adjusting equipment deliberately during play. Each adjustment must be made in the team bench area before entering the playing field. If any player delays the match in such a manner following the referees whistle will the player be sent off and receive two minutes in the penalty box.

Ball Stuck in the Skates or Equipment

If a ball becomes stuck in equipment or skates during play, the referee must whistle for play to stop immediately. Play resumes by face off.

Balls are the Organizer's Responsibility

The match organizer has responsibility of providing all needed balls for the entire match or matches. Reserve balls must not be located at the goal stand, but from a referee signal shall they be delivered from an official within the secretariat. Skates, sticks, and stick tape must be a different color than the ball.

Ball becomes stuck on the net of the goalcage

In the event the ball becomes stuck on the net of the goalcage, the goalkeeper shall bring the ball back into play. When the ball deliberately is played on the net by a defending player, a free stroke will be awarded to the offensive team.

RULE 3 NUMBER OF PARTICIPANTS – RINKBANDY

A rinkbandy match is played by two teams. Each team may have 6 players on the ice of which one is the goal-keeper. A team may not begin a match with less than 4 players. Each team has a right to use reserve players (substitutes which can include one other goal-keeper).

The match sheet must be completely filled out with all names and numbers and must be delivered to the referee in good time before the match start. Total allowed for play are minimum of 4 players, and maximum of 12 players.

The match sheet (game report) must be clearly marked showing which player is the goal-keeper reserve, but a team which has less than 12 players is not required to give a reserve name for the goal-keeper. All incoming players may be used as reserves. Team line-ups can change until the beginning of the match. In the event a player(s) is (are) not noted on the game sheet before the match begins and the team is not complete, the said player(s) committing the foul must wait until the second half to play, and possibly until overtime, such that the referee has been informed and completed the match sheet (report). If said player(s) has (have) been used, will they be penalized and the team receives a penalty of 4 minutes. Players may continue to play following half-time after the registration of their names and numbers on the match sheet.

The Captain

The captain of the team must wear a "C"-sign on the left breast, or a band on his left arm.

Changing Players During a Match

No limits are placed on changing players during a match, but change may only occur during play, possibly when there is a whistle for a goal, penalty-shot or injury. Player exchanges of incoming and outgoing players must occur at the same time and at the same place (past the side-line up to the midline). A player coming from the ice must hold the boarding of the player-bench before a new player is allowed to enter the ice. The result of illegal changing is a penalty of 2 minutes for the player who is entering the ice and a free-stroke for the opponent. If proper change is not followed by a player for the second time, he will then be disqualified for the rest of the match (personal foul after 2minutes). An injured player which is not substituted by another can become involved again at any time. This applies also to a player who must change in order to replace or adjust equipment. An injured player which will be replaced may leave the field of play at any place (boundary).

Engaging a Penalized Player-Personal Foul

A player with a time penalty may join the play on the field again once they receive acknowledgement from the secretariat or referee without the play being stopped. The incoming player who served the penalty cannot be replaced by another player during the time penalty. Besides this rule, when a goal is scored by the opponent, the penalty has been served in its entirety. In

this instance, the penalty will be counted as a personal foul. This can not be done if both teams have equal number of players penalized. A player with a personal foul can not enter the ice before his penalty-time is over, and his team is taking one player from the ice. When a team has more than one player serving penalties in the penalty-bench, and a goal is scored by the opponent, the first of these penalties will be changed to a personal foul.

A player sent off for the remainder of the match may not be used again during the match, even in eventual overtime periods.

Comments and Interpretations

In the event a waiting time penalty is given to a defensive player while the opposition scores, can the defense then replace the team to full capacity. But the penalized player must serve the penalty in the box for the personal foul. If a team is missing players at the match start (for late arrival etc...) the match must begin with the players present who are listed on the match line-up sheet. A team may supply the rest of the players to complete the squad (up to 12 players) during the half-time intermission. In possible overtime play may the reserves be engaged, but not if the match will be decided by a shoot-out.

Delayed Penalty (three penalties to serve)

If a team has 3 penalties to serve, it will be a delayed penalty. The player who has been penalized must go to the penalty box. In the meantime, the team can use another player until the running penalty time is effected.

Teams with Less Than 4 players before the start of the match

If a team has 4 or more players at game time, the referee must start the match, if not, there must be a solid reason to postpone the match start time. If a team has fewer than 4 players, the referee may not start the match. The referee must decide the outcome of the situation (whether play must begin, or within reasonable time that a team can field 4 or more players.

When the Amount of Available Players becomes Less than Half of the Opponent's Team during the Game. If a team has so few players resulting from the full game penalties, or too many players are injured, the referee may stop the match. Players who are penalized for time are counted as available players.

RULE 4 PLAYING TIME – RINKBANDY

Match time is 2x30 minutes with a ten minute break (half-time intermission). In tournament play a reduced match time may be implemented.

Time Out

Each team is allowed 1 time-out of 30 seconds per game and the game clock is stopped. Time out can only be implemented in relation with a game-stop. The team (captain or leader) can tell the referee during play that they want a time-out. On first intermission (whistle), the referee will give the time-out.

RULE 5 THE PLAYERS RIGHTS AND OBLIGATIONS – RINKBANDY

The goal keeper has the right within the penaltyarea to throw himself on the ice in order to stop the ball. It is forbidden for any other players to throw themselves on the ice in order to stop the ball or stop an opponent. Players who throw themselves on the ice in this manner are considered out of the play and are not allowed to participate in the play. No other player than the goal-keeper can become involved in a play without a stick. A player who has broken a stick may not participate in the match again until they have received a new stick. New sticks are not allowed to be thrown in from the sideline onto the field for a player. A stick which breaks during action shall immediately be removed from the field of play after the referee has whistled for the play to stop. For a violation of this rule, a player is assessed a 2 minute penalty.

Comments and Interpretations:

Player Without a Stick

A player who becomes involved in play without a stick, or with a portion of a broken stick, or attempts to remove a broken stick will be penalized 2 minutes.

Player who Accidentally Touches the Ice

Players who accidentally touch the ice by one hand or one knee are allowed to continue playing.

Player On their Knees

A player who is on one or both knees or one hand and one knee in the ice is not allowed to touch the ball or become involved in the play.

Player Throwing Themselves on the Ice

Players who throw themselves on the ice in order to stop an opponent or ball will be penalized 4 minutes. Free stroke will be awarded, and if a collision occurs within the penalty area, a penalty is awarded. Throwing of objects or personal equipments to other players is also forbidden and will be penalized with 4 minutes.

RULE 6 PLAY ON THE BALL – RINKBANDY

Hitting the Ball

The player is allowed to hit, stop, give direction to or bring the ball with him as long as the point where his stick hits the ball is not higher than his shoulder in upright position. If the player jumps up from the ice, he is allowed to hit the ball with his stick but not higher than chest.

Directing

The player with his skates on the ice is allowed to direct the ball with his body or with his skates. There is no limitation in number of directing the ball to their own stick. If the ball is directed to a teammate with his skate or body, then just one directing permitted before the ball is played with the teammates stick. Such directions is not allowed if the player uses hand, arm or head.

Stopping the Ball by Hand or High Stick

Players (on the field) are not allowed to stop the ball by their hands. Play is stopped by the referee if a player stops a ball with the stick over the shoulder height, head or helmet. If a decided advantage was caused and the action took place within the penalty area, shall a penalty shot be awarded. If the foul brought about an unfair advantage shall the player involved be penalized 2- 4 minutes.

Comments and Interpretations:

High Stick

All hitting or attempts at hitting the ball along with attempts to stop the ball with the sticks meeting point with the ball above the shoulder is forbidden and must be penalized - shoulder height is based upon a players shoulder height standing upright on the ice with skates.

Hitting in close Contact

Also hitting during close (tight) proximity to other players below the shoulders is not allowed and will be penalized, if there is any interpreted risk of injury for other players. An example would be a tennis like hit made in tight situations. The same can be said about whipping action which can be quite dangerous. The referee shall stop play immediately in the event there could be danger to any other player.

RULE 7 PLAY AGAINST OPPONENT – RINKBANDY

Hitting, kicking or holding

It is forbidden to kick, strike with the feet (legs), shove, with hand or stick strike or hinder an opposing player. Also it is forbidden to grab or hold onto an opponent. Also forbidden is throwing

a stick at an opponent or attempting to stop the ball. (The stick must stay with the respective player at all times).

Holding an opponents Stick

Furthermore it is forbidden to hit, lift, press down, or to hold an opponents stick or in any other way prevent to opposition from using their stick.

Unsportsmanlike conduct

All unfair play, dangerous or otherwise, is strictly forbidden.

Delaying a player outside of the ball's reach.

It is forbidden to hinder a player if the ball is not within reach. (Interference)

Allowed attack

It is allowed to attack a player within reach of the ball, shoulder to shoulder and must not be dangerous or violent.

Penalty for Rule Violation

Violation of this rule is penalty by a free-stroke, or possibly a penalty shot in the event a player has broken the rule inside the defensive teams foul area (goal keeper's position). If need be can the referee give a time penalty for a player.

Comments and Interpretations:

Attack on an Opponent

The referee shall show a solid command when play involves unlawful hitting with attack on an opponent. Especially a hit with the stick which strikes any part of another player's body. Such attack is penalized immediately no matter where it took place on the playing field. Hit with stick on an opponent in penalty area; penalty shot.

Attempt to hit an opponent with stick which misses Situation with the ball inside reach of players

If a player attempts to hit another player with either stick and misses (in other words doesn't touch) and the ball is within reach, will the referee expel the (striking) player. Penalty shot on goal is not awarded, even if the situation takes place within the goalie area.

Situation with ball outside of reach

If a player attempts to strike another player and the ball is outside of reach is the penalty the same as if they had contact by striking with a stick. This means that a free-stroke will be awarded if this happens outside the defensive penalty area, and a penalty shot is awarded if it occurs within the defensive penalty area. In addition will expulsion result. The ball is considered within the reach if the player in the following moment could play it.

Hindrance

It is not allowed to deliberately hinder (to shade or manipulate physically) an opponent while the ball is out of reach. This is seen as an obstruction and therefore the referee may regard it as such, then a team-warning is issued and free-stroke is awarded to the opponent. In the event the foul occurs again (of the same or another player) shall the player committing the foul of hindrance be penalized 2-4 min. and a free-stroke awarded to the opponent.

RULE 8 APPROVAL OF GOAL – RINKBANDY

The objective of play is to score goals, and the team scoring the most goals at the end of regulation time, has won.

If the teams have not scored, or if both teams have scored the same number of goals is the game ending tied.

A goal is made when the ball has been played correctly and in its entirety has crossed the goal line (the back part of the base line inside the goal cage) between the goal posts and under the cross bar. If the goal for some reason is moved, the referee has the right to award a goal, if the referee maintains that the ball would have crossed the goal line within the goal bound areas. Once the goal has been pushed or shoved in order to prevent a goal will the offender be penalized 2-4 min. and penalty shot on goal awarded. If play must be stopped for adjustment of goal position, play will resume 1 meter from the goal line. It is allowed to score directly from stroke-off, a free-stroke on goal, penalty shot and bully (face off). If the ball hits an opponent player and then enters the goal, the goal is accepted.

Unaccepted Goal

No goal is made if an attacking player gives direction to the ball into the goal cage by any part of his body or with his skates. A shot hitting a team mate's skates or body and then goes into the goal, shall be approved, unless the team mate is acting actively to direct the ball. If it is a play regarding one's own goal (mistake) is this always awarded a goal. But a goal cannot be scored from the goalie's throw. If the ball hits the referee and then enters the goal, the goal is not awarded, but a bully (face off) will be taken.

RULE 9 HINDRANCE (INTERFERENCE) IN GOALIE'S AREA

A player may not remain for a prolonged period inside the goal area if the point is to obstruct the view of the goal keeper or goal keeper's freedom of movement. If this happens, a free-stroke is awarded.

RULE 10 GOALKEEPER-RINKBANDY

The goal keeper can move freely within the entire penalty area, in order to hold or pick up the ball with one or both hands. Once the ball is picked up the goal keeper has 5 seconds to put the ball into play again. If a teammate passes (back) to the goal keeper, the goalkeeper is not allowed to pick up the ball with his hands. In case of foul a free stroke is given. With a throw out by goal keeper shall the ball contact a player or sideboards before passing the midline so offense can continue. In case of a foul will a free-stroke be awarded to the opponent. A goal keeper outside his penalty area can only play the ball by means of body and skates (not hand, arm or head).

RULE 11 FREE-STROKE – RINKBANDY

Free-stroke in the penalty area, made for the offensive team - except for plays behind the goal, is taken at the nearest free-stroke spot. The exception also includes an attacking (offense) team which received a free-stroke at the sideboards, between the goal line (baseline) and penalty line, because the ball escaped over the sideboard (thrown), then the free-stroke is taken where the ball went out. If a free-stroke is awarded while play occurs behind the goalline, shall the free-stroke be made 1 meter from the sideboards. Regular free-strokes occur where play was stopped (whistled).

If the ball touch arena-facilities (roof, lights, net behind the goals etc.) and change direction in an unnatural way, a free stroke is awarded to the defensive team. When the referee has blown the whistle a player has 5 seconds to react and hit the ball. Before this, the opponents have 5 seconds to move themselves to a distance of minimal 4.5 m from the ball.

If the opponent is not on 4,5 m in this 5 seconds, a teamwarning will be given to the whole team. Any repeat of this will result in a 2 minute penalty. If the whistle is blown for a free-stroke before play is cancelled by time clock (regulation time) shall the free-stroke take place anyway, but a goal is awarded only on a direct shot on goal or a shot which touched the defense and goes in. A shot touching a teammate means the play is finished (no more time) for period or match. Play is stopped by whistle if a pass occurs.

Ball played over the sideboards behind the goal line (goal cage)

From the defensive team: A free-stroke is awarded on the goalline 1 meter from the sideboard for the offensive team.

From the offensive team: A goal (keeper) throw from defensive team field: Players can be inside the penalty area during the throw out.

Free-stroke awarded for following rules:

Incorrect equipment: Stick, skates, or manitory protective equipment.

Incorrect player exchange

Incorrectly playing bully (face off)

Foul by goalkeeper or with offense by goal keeper (If goalkeeper illegally picks up the ball with his hands)

Incorrect throw in by goalkeeper and ball leaves playing field (over sideboards)

Incorrectly playing a free-stroke

Incorrectly playing a penalty shot

Free-stroke can be awarded for:

Breaking a rule regarding player rights.

Breaking a rule regarding play of the ball.

Breaking a rule regarding play against an opponent.

Free-stroke Execution

The ball shall be hit into play at least 20 cm in order for a play to be executed. The player who hits a free-stroke, does not have the right to play the ball again before it has touched or been touched by another player. A free-stroke can be hit in any direction and of course directly on goal.

RULE 12 PENALTY SHOT – RINKBANDY

With a penalty shot shall a player be sent off for 2 or 4 minutes. The ball is placed at the midline. Once the ball is hit into play all the other players may proceed from behind the blue line. On a return shot can everybody attempt to score again. (See exception Rule 14 Game Time). A penalty shot is awarded for the following fouls committed on purpose and within their own penalty area (it is further noted that play has not already been stopped by whistle).

Dangerous Play:

If a player engaged in any violent manner towards an opponent.

Illegal Play:

If a player denies a goal by the following illegal manner: Stop or play the ball above shoulder height with stick (held into or press down) withhold a players stick.

Throw a stick or other equipment.

Throw oneself upon the ice or maintain a kneeling position.

Kick the ball with lifted skate.

Holding a player.

Dangerous play with a high stick.

RULE 13 PENALTY FOR BREAKING RULES – RINKBANDY

The referee shall penalize players or team management (leaders) who break rules of the game after the following manner:

Warning (yellow card)

A referee can give a warning if they think it is necessary. A warning is not given if the situation calls for a player to be sent off (expelled) or during play.

2 minutes penalty

Playing without mandatory protection equipment.

Obstructing or taking the ball from the free-stroke spot after a free-stroke has been called or trying to hinder the execution of a free-stroke.

Playing with incorrect equipment. A player is starting a match who have been denied to participate due to incorrect equipment.

Refusing to stand 4,5 meters away from the ball in a free-stroke or in a corner strokesituation if the player's team has already had a team warning. If a player in connection with execution of a free-stroke takes a sabotage-like position.

Shadowing an opponent when your own team are in possession of the ball. It should be a time penalty if a player from the same team has already been warned.

If the team is guilty of an offense that gives warning and the team previously warned.
Playing without a stick or with a broken stick.

Players who do not pick up and remove from the ice broken parts of his stick.
Teams which do not arrive at the ice at time instructed by the referee.

4 minutes penalty

Illegal play against an opponent in a game situation such as slashing his stick, running into, holding, knee or leg tackling or hitting the skates.
Protesting a referee's decision.

Deliberately throwing the stick or any other object at the ball or another player. This also applies for a player at the team bench, and in such case the team at the field shall be reduced by one player for 10 min.

Behaving incorrectly towards players, coaches, officials or spectators.

Playing the ball before a new signal when a 4,5 meter free-stroke distance is demanded.

Playing or stopping the ball intentionally with high stick, hand, arm or head, or in another irregular way, with decisive advantage to the team.

If a team makes an irregular substitution, or if the team plays with too many players at the field, the player(s) who are committing the fault(s) shall be given a 10 min penalty which is to be served full time and without any abbreviation, even if the opposite team scores a goal.

Intentionally hindering an opponent who is not playing the ball (interference) and win a favor of this. A player not be stated on the signed match report participates in the game. The team captain appoints players to mark the penalty

Both 2 and 4 minutes

If a player receive a 2 and 4 minutes penalties at the same time/situation, 4 minutes will be effected.

Sent off (red card) for remainder of Match – Personal Foul

A player, who has been issued two previous 2 or 4 min. penalties, shall be expelled for the remainder of the match on the 3rd foul. The aforementioned occurrence is a game penalty and is excused as a personal foul for the offending player and may be replaced by another player once the penalty has been served. The team have to play with one player less for 4 minutes full time penalty.

Sent off (red card) for the remainder of match. Full Game Penalty

If a player attacks an opponent in a violent (brutal) way, through a direct hit by a stick or a kick on arms, hands, head or body. If a player loses self control at a referee, official, player, or spectator. The team have to play with one player less for 4 minutes full time penalty. A full game penalty, rough reported must always be written reported by the referee to FIB jury.

Penalty of Goal Keeper

Only if a goal keeper receives a 2 or 4 minutes penalty, another player from his team is allowed to serve the penalty time (not by red card).

Penalty of Team Manager and reserve players on the bench

All penalties may be given out to the bench area. With a send off for the remainder of match (red card) by Team Manager or player shall one of the match players on the ice serve the penalty for 4 min, full time penalty. The penalized person (coach or player) must leave the playing arena. A full game penalty for the coach , rough reported must always be written reported by the referee to FIB jury.

RULE 14 REFEREE AND MATCH SECRETARY – RINKBANDY**Referee Authority**

The referee's authority depends upon strength of character in the moment they arrive to the playing field and lasts until they leave it.

Two Referees

Two referees will lead the game. There is no head referee.

Referee Uniform

The referee shall be wearing skates, and with an accepted regulation striped jersey and dark pants or other jersey decided by FIB. The referee shall be outfitted with a black helmet.

Ball Touches Referee

In the event a ball touches the referee during play and is deflected into the goal, the goal is disallowed. A bully (face off) from the free-stroke spot is given.

Match Time

In rink-bandy running playing time is used, except during a team's timeout, when the match play is stopped temporarily. The referee is responsible so that the playing time is proper. The referee can lengthen time of play which may be lost due to mishap or other inconvenience. If a team is given a free-stroke or penalty shot, just before half-time or end of match, will this take place once the regulation time has expired. A goal scored on a free-stroke is recorded (accepted) only by direct shot. The penalty is played out (served) as normal (when the match begins again) without the penalized player(s). Shots on a rebound are not allowed.

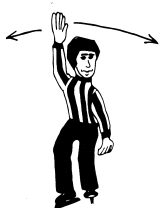
Right to Refuse Player Participation

The referee retains the right to withhold (prevent) a player from participating if before the match they notice improper behavior against a referee or other official, or such that the player's state or condition is decided to be unsatisfactory by the referee and should not be in the match. The player in question may be replaced in this instance by another player.

Form of judgement

When rules are broken by the players side, shall the referee whistle as a sign for play to stop. Immediately thereafter shall the referee whistle again for play to resume. The referee's decisions in all questions which are based on judgement, are final (binding).

INFORMATION SIGNS



**BALL AGAINST LIGHTING
OR ON THE ROOF**



PENALTY SHOT



TIME PENALTY OR OFFSIDE



TIME OUT

PENALTY SIGNS



VIOLENT PLAY



SLASHING



MISCONDUCT



RED CARD

1. MILD NOT REPORTED
2. ROUGH REPORTED



INTERFERENCE

PENALTY SIGNS



HOLDING



- 1. SABOTAGE**
- 2. SABOTAGE WITH ADVANTAGE**



HITTING THE STICK



HOOKING



TEAM WARNING



TRIPPING

