Acknowledgements

The ISBHF wishes to express his gratitude to the IIHF for using the IIHF rules as a basis for the new ISBHF rules. Furthermore the thanks of the ISBHF goes to the CBHA for her support to the authors of this rulebook.

Languages

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

Entering in to Force

The rules were accepted by the 2010 ISBHF annual general meeting on 23\textsuperscript{rd} January 2010 in Villach Austria. The rules enter into force for all ISBHF events hold in 2010.
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SECTION 1 – PLAYING SURFACE

There shall be no markings on the playing surface, boards, protective glass, nets, goals, or on any surface in and around the players benches, penalty benches, goal judge benches or offrink officials areas, except as specified under these rules or as provided in Annex 1 (Advertising Regulations).

100 - DEFINITION OF THE RINK

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

101 - DIMENSIONS OF THE RINK

Maximum size: 61 m long by 30 m wide.
Minimum size: 56 m long by 26 m wide.

The corners shall be rounded in the arc of a circle with a radius of 7 to 8.5 m.

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

Interpretation 2: National associations have the right to change the dimensions of the rinks for all games under their jurisdiction.

102 - BOARDS

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

103 - KICK PLATE

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

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

104 - DOORS

- All doors giving access to the playing surface must swing away from the rink surface.
- The gaps between the door and the board shall be minimized to 10 mm.
• On open air rinks, all of the lines and face-off spots outlined in Rules 112 and 113 shall be marked by two lines 5 cm wide.
• In case of advertising allowed on the boards, the lines shall at least be marked on the kick plate.
• The entire width of the line shall be considered as part of the zone that the ball is in.

DIVISION OF PLAYING SURFACE
105 - PROTECTIVE GLASS

• The protective glass located above the boards shall be **160 cm to 200 cm in height** on the ends and shall extend 4 m from the goal line towards the neutral zone, and **80 cm to 120 cm in height** along the sides, except in front of the players benches.

• The gaps between the glass panels shall be minimized to 10 mm.

• At any interruption of the protective glass there shall be protective padding to prevent the injury of the players.

• No openings are allowed in the protective glass.

→ For IIHF competitions, the protective glass and end zone nets are obligatory.

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

106 - END ZONE NETS

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

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

110 - DIVISION AND MARKING OF THE PLAYING SURFACE

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

111 - GOAL LINES

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

112 - BLUE LINES

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

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

• for **one team**, the zone in which their goal is situated is the: **DEFENDING ZONE**

• the central zone is the: **NEUTRAL ZONE**

• the farthest zone is the: **ATTACKING ZONE**

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

113 - CENTER LINE

A line known as the **CENTER LINE** shall be located in the middle of the rink. It shall be **30 cm wide** and **red** in colour.
CENTRE RINK SPOT AND CIRCLE
All measurements in cm

DETAIL OF FACE-OFF SPOT
All measurements in cm

END ZONE FACE-OFF CIRCLE AND SPOT
All measurements in cm
114 - FACE-OFF SPOTS AND CIRCLES
All spots and circles are marked on the playing surface in order to position the players for a face-off as ordered by the officials at the beginning of the game, at the beginning of each period and after each stoppage of play.

115 - CENTER FACE-OFF SPOT AND CIRCLE
A circular blue spot, 30 cm in diameter, shall be marked exactly in the center of the rink. With this spot as a center, a circle with a radius of 4.5 m shall be marked with a blue line 5 cm wide.
Interpretation: On rinks under 25.4 m in width, all face-off circles shall be reduced to 4 m in radius.

116 - FACE-OFF SPOTS IN NEUTRAL ZONE
Two red spots, 60 cm in diameter, shall be marked in the neutral zone, 1.5 m from each blue line as illustrated on the opposite page.

117 - END ZONE FACE-OFF SPOTS AND CIRCLES
Face-off spots and circles shall be marked on the rink in both end zones and on both sides of each goal as illustrated on the opposite page.
The face-off spots will be 60 cm in diameter, red in colour, as illustrated on the opposite page.
On opposite sides of the end zone face-off spots shall be marked double "L", as illustrated on the opposite page.
The circles will have a radius of 4.5 m from the center of the face-off spots and marked with a red line, 5 cm wide.
Interpretation 1: On rinks under 25.4 m in width, all face-off circles shall be reduced to 4 m in radius.
Interpretation 2: Location of the end zone face-off spots. On rinks under 26 m in width, the center of the spot with a distance of 6.7 m on each side is acceptable. However, on all rinks, the distance between the face-off spot and adjacent side boards shall be no less than 5.5 m providing a minimum area of 1.5 m between the face-off circle and the boards.
**Referee Crease**
All measurements in cm

![Referee Crease Diagram](image)

**Goal Crease**
All measurements in cm

![Goal Crease Diagram](image)

**Goal Crease Perspective**
All measurements in cm

![Goal Crease Perspective](image)
118 - REFEREES CREASE

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

119 - GOAL CREASE

In front of each goal a GOAL CREASE area shall be marked by a red line, \(5 \text{ cm wide}\), as illustrated on the opposite page. The goal crease area shall be painted light blue.

Interpretation 1: the rule interpretation, the goal crease shall be considered as a volume which is defined by the crease markings and extending vertically \(1.27 \text{ m}\) to the top of the goal frame.

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

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

130 - GOALS

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

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

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

Interpretation 3: For ISBHF AAA Championships flexible goal pegs are mandatory and are strongly recommended for other competitions.
PLAYERS BENCHES AND PENALTY BENCHES

All measurements in cm

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

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

The players benches must be protected from access by persons other than the players and the six team officials. **In case of any infraction: Report to the proper authorities.**
140 - PLAYERS BENCHES

- Each rink shall be provided with two identical benches, exclusively for the use of players in uniform and officials of both teams.
- The benches will be on the same side of the rink, immediately along the playing surface but opposite to the penalty benches, separated by a substantial distance or by other facilities, and convenient to the dressing rooms.
- Each bench shall begin 2 m from the center line with a minimum length of 10 m and a minimum width of 1m 50.
- Each bench shall accommodate: 16 players and 6 team officials.

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

141 - PENALTY BENCHES

- Each rink shall be provided with two benches to be known as the penalty benches for a minimum of: 5 players each.
- They will be located on both sides of the Scorekeepers desk and opposite to the players benches and will have minimum length of 4 m and a minimum width of 1m 50.
- Access to the penalty benches shall be restricted to persons other than the penalized players and the penalty bench attendants.

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

142 - GOAL JUDGES BENCHES

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

**Interpretation:** Except for ISBHF AAA Championships, goal judges benches are not mandatory.

143 – SCOREKEEPER BENCH

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

**Interpretation:** Except for ISBHF AAA Championships, smaller benches are acceptable.
150 - SIGNAL AND TIMING DEVRINKS

151 - SIREN
Each rink shall be provided with a siren or other suitable sound devrink to be used by the Timekeeper.

152 - CLOCK
Each rink shall have an electric clock (scoreboard) in order to provide spectators, players and officials with accurately information concerning:
   a) names of both teams,
   b) time played in any period, counting up in minutes and seconds from 0.00 to 20.00,
   c) penalty time remaining to be served for at least two players on each team counting down from the total number of minutes to 0,
   d) score,
   e) time-outs, counting down from 30 to 0 seconds,
   f) intermission time, counting down from 15 to 0 minutes.

153 - RED AND GREEN LIGHTS
Behind each goal there shall be:
   • A red light to be lit by the Goal Judge when a goal is scored,
   • A green light to be lit automatically by the electric clock when the Timekeeper stops the clock and at the end of each period.

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

160 - PLAYERS DRESSING ROOMS
Each team shall be provided with a suitable room with sufficient space for 25 team officials and players and their equipment, equipped with benches, sanitary toilet and showers.

161 - REFEREESS AND LINESMEN DRESSING ROOM
A separate dressing room equipped with chairs or benches, sanitary toilet and shower must be provided for the exclusive use of the Refereess and Linesmen.
No one, except as authorised by the association concerned, shall be allowed to enter the Officials dressing room during the course of or immediately following the game. In case of an infraction to this rule: Report to the proper authorities.

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

   Interpretation: If, in the opinion of the Referees, there is not sufficient light to continue the game, he shall have the authority to postpone the reminder of the game or a take time-out, pending improvement of the lighting situation. If one team is handicapped to a greater extent by the failure of lights, and in the opinion of the Referees the game should not be cancelled, he shall have the authority to alternate the teams so that each team will play the same amount of time in each end of the rink.
171 - SMOKING IN THE ARENA
In enclosed rinks, smoking shall be prohibited in the playing and spectator areas, as well as in the dressing rooms and all the facilities where the players are involved.
Interpretation: Smoking shall be prohibited in the playing area (including benches) and the dressing rooms of all rinks.

172 - MUSIC IN THE ARENA
No music shall be played while the game is in progress, or during the time-outs.
Interpretation: Music may be played during the warm-up and during any stoppage of play.

173 - CONSUMATION OF ALCOHOLIC DRINKS
Alcoholic drinks including beer shall be allowed in designated areas only.
SECTION 2 - TEAMS, PLAYERS AND EQUIPMENT

200 - PLAYERS IN UNIFORM
Before the game, the Manager or Coach of each team shall provide the Referees or Scorekeeper with a list of names and numbers of eligible players and goalkeepers, including the names of the Captain and Alternate Captains.
Each team shall be allowed a maximum of:

- **20 players**, and
- **2 goalkeepers**, and
- for a total of **22**.

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

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

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

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

a) Players and goalkeeper’s equipment shall consist of sticks, running shoes, protective equipment and uniforms.

b) All protective equipment, except gloves, helmets and goalkeepers leg guards, must be worn entirely underneath the uniform.

Interpretation: If shorts are worn, only small soft knee pads – in the same colour of the stockings – are allowed to be worn outside.

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

The official playing rules specify the use of protective equipment out of concern for the orderly playing of the game, and for the safety, health and welfare of participants. However, such rules do not imply a guaranty by the ISBHF that the use of such equipment will provide protection from injury. It is the responsibility of the player to ensure that the equipment used conforms, where specified, with the official playing rules. All protective material must be approved by the ISBHF. Any alteration to an approved piece of equipment nullifies the certification.

For advertising and/or brand identification on the players equipment, see Annex 1.

220 - PLAYERS EQUIPMENT

221- PLAYERS FOOTWEAR

a) All players must wear street / ballhockey shoes or "running shoe" type footwear when participating in the game. The shoes must have a non-slip sole.

b) Where a player is wearing a shoe(s) that is dangerous, he is to be removed from the game and if that player re-enters the game wearing such shoe(s), the Referees shall assess a Minor Penalty to the offending player.

c) The use of any footwear so designed that it may cause injury is prohibited.
PLAYERS STICK
All measurements in cm
The curvature of the blade of the stick shall not be restricted. A blade that has a double curve is to be classified as "dangerous equipment". The stick shall be removed from the game and no penalty assessed.

FULL FACE MASK
Not the actual age of the player is decisive whether he has to wear a full face mask resp. a custom made mouth guard, but the age category he is playing. Therefore

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

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

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

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

225 - PLAYERS GLOVES
The players gloves must cover hand and wrist and their palm must not be removed to permit the use of bare hands.

226 - THROAT PROTECTOR
It is recommended that all players wear a neck protector.

227 - MOUTH GUARD / FULL FACE MASK
a) It is recommended that all players wear a custom made mouth guard.
b) All players in the age category under 20, and not wearing a full face mask, must wear a players visor.
c) All players in the age category under 18 must wear a full face mask.
The goalkeeper’s stick blade may be curved, and the curvature shall not be restricted. A blade that has a double curve is to be classified as “dangerous equipment”. The stick shall be removed from the game and no penalty assessed.

**Goalkeeper’s Stick**

- Height: 163 cm
- Blade Width: 3.5 cm
- Blade Depth: 3.9 cm
- Blade Curvature: 2.5 cm

**Blocker Glove**

- Inside-Perimeter Measurement: 48 cm
- Perimeter Measurement: 122 cm
- Max. Depth: 4.0 cm
- Max. Width: 11.5 cm
- Width: 23 cm

**Catching Glove**

All measurements in cm

Put in picture of a goalkeeper's full face mask
230 - GOALKEEPERS EQUIPMENT
With the exception of shoes and stick, all the equipment worn by the goalkeeper must be constructed solely for
the purpose of protecting the head and the body and must not include any garment or contrivance which would
give the goalkeeper undue assistance in keeping goal.
• Abdominal aprons, extending down the front of the thighs on the outside of the pants, are prohibited.

231 - GOALKEEPERS SHOES
a) All goalkeepers must wear street / ballhockey shoes or “running shoe” type footwear when participating in
the game. The shoes must have a non-slip sole.

b) Where a goalkeeper is wearing a shoe(s) that is dangerous, he is to be removed from the game and to be
immediately replaced with the second goalkeeper. If the first goalkeeper re-enters the game wearing such
shoe(s), the Referees shall assess a Minor Penalty to the offending goalkeeper.

c) The use of any footwear so designed that it may cause injury is prohibited.

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

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

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

233 - GOALKEEPERS GLOVES

233a) - BLOCKING GLOVE
The maximum outside dimensions of the protective padding attached to the back, forming part of a blocking
glove, shall measure:
- 41 cm in length
- 21 cm in width

233b) - CATCHING GLOVE
The maximum outside dimensions of the catching glove shall measure:
- 41 cm in length
- 23 cm in width in any part of the wrist cuff which will have a minimum height of 11.5 cm.
- Distance from the heel along the pocket to the top of the T trap: 48 cm.
- Maximum perimeter of 122 cm
**Ball**

Diameter: 6.6 cm to 7 cm

**Leg Guards**

30.5 cm  

**Goalkeeper Jersey Measurements**

![Diagram of goalkeeper jersey measurements with dimensions labeled]

A = 73.56 cm  
B = 76.20 cm  
C = 54.37 cm  
D = 22.86 cm  
E = a convenient taper

Length: ± 0.29 cm
234 - GOALKEEPERS HELMET AND FACE MASK
a) All goalkeepers must wear a face mask with a hockey helmet, or a goalkeeper’s full face head protector, which meet approved international standards.
   • Goalkeepers face masks must be constructed in such a way that a ball may not get through it.
b) Should the helmet and/or face mask come off while play is in progress, the Referees shall stop play.
c) Should a hard shot hit the goalkeeper’s face mask while play is in progress, the Referees shall stop play.

235 - GOALKEEPERS LEG GUARDS
The goalkeeper's leg guards shall not exceed 30.5 cm wide when on the leg of the goalkeeper.
   • Aprons or plate covering the space between the surface of the rink and the bottom of the leg guards in front of the shoes is not permitted.

240 - UNIFORMS
a) All players from each team shall be dressed uniformly in sweaters, pants, stockings and helmet (except for the goalkeeper who is permitted to wear a helmet of a different colour to the rest of the team).
   • The basic colour must cover approximately 80 per cent of each part of the equipment, excluding names and numbers.
   • Sweaters, including the sleeves and stockings shall be of the same colour.
   • Sweaters shall be worn outside of the pants.
   • Each player shall wear an individual number 20 to 25 cm high on the back of the sweater and 8 cm high on both sleeves. Numbers are limited to the numbers 1 to 99.
In ISBHF AAA competitions, each player shall wear his name on the upper portion of the back of his sweater, printed 8 cm high, in block capital Roman letters.
Interpretation: Teams must wear long sleeved sweaters and they must wear either shorts or pants and not a combination of both. All players on the same team INCLUDING GOALIES must wear IDENTICAL sweaters and identically coloured shorts or pants. If the players wear shorts, the must have identically coloured stockings.
b) Any player that does not comply with these provisions shall not be permitted to participate in the game.
c) If, in the opinion of the Referees, the uniform colours of the competing teams are so similar that there is the possibility of miscalling a penalty, it is the responsibility of the home team to change their sweaters, if ordered to do so by the Referees.
   Interpretation: National Associations have the authority to make their own regulations regarding the changing of sweaters for games under their jurisdiction.
d) If a player’s hair is long and obscures the name plate or number on the sweater, the hair must be worn in a pony tail or under the helmet.

250 - BALL
The “BALL” shall be made of an material approved by the ISBHF with a diameter of 6.6 cm to 7 cm and be primarily orange in colour. The ball shall weight between 60 gms and 77 gms.
260 - MEASUREMENT OF EQUIPMENT

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

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

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

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

SECTION 3 - OFFICIALS AND THEIR DUTIES

300 - APPOINTMENT OF OFFICIALS

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

GAME OFFICIALS
   - Two Referees

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

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

310 - GAME OFFICIALS

311 - REFEREESs EQUIPMENT

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

312 - REFEREES DUTIES

The Referees will have general supervision of the game, full control of game officials and players, and their
decision shall be final in case of any dispute. They are as well responsible for the infractions concerning the
lines (offside, flooring the ball). They shall face-off the ball and will assist the other Referees in conducting the
game.
The complete duties of the Referees are outlined in Annex 4.

320 - OFF-RINK OFFICIALS

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

322 - SCOREKEEPER
The complete duties of the Scorekeeper are outlined in Annex 4.21 to 4.23.

323 - TIMEKEEPER
The complete duties of the Timekeeper are outlined in Annex 4.24.

324 - ANNOUNCER
The complete duties of the Announcer are outlined in Annex 4.25.

325 - PENALTY BENCH ATTENDANT
There shall be one Penalty Bench Attendant per team penalty bench. The complete duties of the Penalty Bench Attendant are outlined in Annex 4.26.

330 - VIDEO GOAL JUDGE
A play be reviewed only at the request of the Referees or the Video Goal Judge.
The following situations are subject to review by the Video Goal Judge:
- ball crossing the goal line,
- ball in the net prior to the goal frame being displaced,
- ball in the net prior to or after the expiration of time at the end of a period,
- ball directed into the net by hand or kicked into the net,
- ball deflected into the net off of an official,
- ball struck with a high stick above the height of crossbar by an attacking player prior to entering the net.
- establishing the correct time on the official clock, provided the game time is visible on the Video Goal Judge’s monitor.

340 - PROPER AUTHORITIES
The term “Proper Authorities” or “Proper Disciplinary Authorities” as applied under these rules, is defined as the immediate governing body of the games involved.
Each team shall be allowed to have only one goalkeeper on the rink at a time. This goalkeeper may be removed and another player substituted. Such player shall not be permitted the privileges of the goalkeeper.

1. If the home team has not been established, the competing teams shall decide which team shall be the home team by mutual agreement, by the flip of a coin or some similar method.
2. **Home team privileges:**
   - choice of the players bench,
   - choice of uniforms colours.
   - At the face-off following a stoppage of play, the home team will place his line-up after the visiting team.
3. At any time in the game, the Referees may request, through the Captain, that the visiting team put a playing line-up on the rink to promptly commence play.

1. **No warm-up** shall be allowed to any player or goalkeeper at the end of the first and second period, or at any stoppage of play.
2. Teams shall not change ends when the rink is not resurfaced for overtime or game winning shots.

In the application of the rule, the change of one or more players shall constitute a line change.
SECTION 4 - PLAYING RULES

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

- Goalkeeper
- Right Defence
- Left Defence
- Right Wing
- Centre
- Left Wing

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

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

410 - CHANGE OF PLAYERS AND GOALKEEPERS

a) Under the conditions set out in this section, the players and goalkeepers may be changed at any time during the play or during a stoppage of play.

b) If, during a substitution, the player entering the game plays the ball or makes any physical contact with an opponent while the retiring player is actually on the rink, there shall be a penalty. **Bench Minor penalty for Too Many Players on the Rink (Rule 573).**

c) If, during the substitution, either the entering player or retiring player is struck accidentally by the ball, the play will not be stopped and no penalty called.

411 - CHANGE OF PLAYERS AND GOALKEEPERS FROM THE PLAYERS BENCH DURING PLAY

a) The players and Goalkeepers may be changed at any time from the players bench while the game is in progress provided that:
   1- the changing players and Goalkeepers are within an imaginary area limited by the length of the respective players bench and 3 m from the boards, as illustrated on the opposite page,
   2- the changing players and Goalkeepers are out of the play before any change is made. **Bench Minor penalty (see Rule 573)**

b) If, when a goalkeeper leaves his goal crease and proceeds to his player’s bench for the purpose of substituting an other player, the substitution is made prematurely, the official will stop the play when the offending team gains possession of the ball, and the face-off will take place at the center face-off spot.
PLAYER CHANGE SIGNAL

When a team attempts to make a player change after its allotted period of time, the Referees shall send the player(s) back to the bench. Any subsequent infraction of this procedure at any time during the course of the game shall result in the team receiving a: **Bench Minor penalty** (see Rule 575)

Interpretation

1. This rule is used mainly for situations where the visiting team is delaying their players on the rink in the hope that the home team will put their players on first and as a result this will be their only change and then the visiting team will put on their players which, in effect, would give them the last change. In this situation, the Referees can be strict with the 5 second count not permitting them to change players. However, the Referees must permit players who are in the process of coming over the board to continue even though the five seconds are up.

2. Where both teams are changing their players quickly or, if the Referees can see that a coach is trying to get his players on the rink and not making any deliberate attempt to delay the change (by either team), the Referees may give the teams a few extra seconds to get their players on the rink.

3. Where there has been a stoppage of play, the Referees should look at the bench of the visiting team and if there is no indication of a change, count the required time then put the arm up. The he follows the same guidelines for the home team. It is here that the Referees must have some feeling for the game as well to see whether or not there will be change of players. The Referees should put his arm up and then down on all stoppages of play even if there is definitively no change of players.

4. If teams try to make a change after the required time, send them back. Referees should not hesitate to go to the bench and explain to the coach before assessing any penalty. The Referees should warn the team before assessing a penalty for second infraction of this rule.

5. If during a stoppage of play 5 players off the rink go to their bench, but only 4 or less players come to the rink, and the Referees has signalled the time is up to make a player change, no new players are allowed to come on the rink, but one or more of the players who left the rink are called back.

6. After a goal has been scored, the Referees must follow the same signalling procedure for a change of players as during any other stoppage of play.

**No warm-up** shall be permitted for a substitute goalkeeper.

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1. If it is obvious that a player has sustained a serious injury, the Referees shall stop the play immediately.
412 - CHANGE OF PLAYERS PROCEDURE DURING STOPPAGE OF PLAY
a) Following a stoppage of play, the visiting team shall promptly place a line-up of players on the rink for play and no substitution shall be made until play has resumed. The home team may then make any desired substitution which does not result in the delay of the game. If there is any undue delay by either team in changing lines, the Referees shall order the offending team or teams to take their positions immediately and shall not permit a line change.
b) The procedure shall be carried out as follows:
1. The Referees will take his position for the start of the next play, and the other Referees dropping the ball will proceed promptly to the location of the face-off.
2. The Referees shall allow the visiting team five seconds to make their player changes.
3. After the five seconds, the Referees shall raise his arm to indicate that the visiting team may no longer make a player change.
4. With the arm still up, the Referees shall allow the home team five seconds to make their player changes.
5. After the five seconds, the Referees shall drop his arm to indicate that the home team may no longer make a player change.
6. As soon as the Referees drops his arm, the Referees conducting the face-off will blow the whistle, which signals both teams that they will have no more than five seconds to line-up for the face-off.
7. At the end of the five seconds or sooner if the facing-off players are ready, the other Referees will drop the ball. It will not be the responsibility of the Referees to wait for the players to come into position for the face off.

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

415 - CHANGE OF GOALKEEPERS DURING STOPPAGE OF PLAY
a) During a stoppage of play, goalkeepers shall not be permitted to go to the players bench except to be replaced or during a time out.
   In case of an infraction a Minor penalty (Rule 592) is assessed.
b) When a goalkeeper substitution has been made during a stoppage of play, the goalkeeper who left the game may re-enter the game as soon as the play resumes.

416 - INJURED PLAYERS
If a player is injured and cannot continue to play or go to the bench, the play will continue until his team has secured possession of the ball, unless this team is in a scoring position.
If a player other than the goalkeeper is injured or compelled to leave the rink during the game, he may retire and be replaced by a substitute, but play must continue without the teams leaving the rink.
2. If an injured penalized player returns from the dressing room before his penalty is expired he shall go to the penalty box at the first stoppage of play.
3. If an injured player received a Misconduct Penalty, no substitute is required on the penalty bench.

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

In case of an infraction a Minor penalty (Rule 571) is assessed.
When play has been stopped due to an injured player, excluding the goalkeeper, the injured player shall leave the rink and may not return to the rink until after play has resumed. In case of an infraction a **Bench Minor penalty** (Rule 554e) is assessed.

If a penalized player has been injured he may proceed to the dressing room, and if he has been assessed a Minor, Major or Match penalty, the penalized team shall immediately put a substitute player on the penalty bench who shall serve the penalty without change, except by the injured penalized player. The injured penalized player shall not be eligible to play until his penalty has expired.

### 417 - INJURED GOALKEEPERS

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

### 418 - PREVENTION OF INFECTIONS

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

If the surface, rink facilities or any objects are stained with blood, the Referees shall ensure that the blood stains are removed by rink personnel after the first stoppage of play.
1. ISBHF as well as National Associations have the authority to change the length of a game (as well as of breaks) for games under their jurisdiction.
2. Playing time shall commence from the instant the ball is faced-off and shall stop when the whistle is blown.
3. If any unusual delay occurs within five minutes of the end of the first and second period, the Referees may order the next regular intermission to be taken immediately. When play resumes, the remaining time will be played with the teams defending the same goal as before the intermission, after which time the teams change ends and resume playing the ensuing period without delay.
4. In open air rinks, teams shall change ends at the midway point of the third and overtime periods.

In games where a winner must be declared after a five minute intermission an overtime will begin:
1. On open rinks, the teams change sides. On covered rinks, they sides are not changed.
2. All unnerved penalties continue.
3. The face-off will take place at the rink centre.
4. The game finishes with the scoring of a goal. The team scoring the goal will be declared the winner.
5. In ISBHF AAA Championships, overtime of the final play-off game will last 15 minutes.
6. If either team refuses to play overtime, the other team will be declared the winner.

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

**TIME OUT SIGNAL**

«Sudden victory» means that, during the overtime period, the team who scores the first goal is declared the winner.
420 - TIMING OF GAME
The regular game shall consist of three 15 minute actual time periods and two 5 minute intermissions. The teams shall change ends for each period.

421 - OVERTIME PERIOD
In a play-off game where a winner must be declared, the game will be prolonged by a ten minute actual time «sudden victory» overtime period. If no goal is scored, game winning penalty shots shall apply.

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

430 - DETERMINING THE OUTCOME OF THE GAME
a) The team scoring the greatest number of goals during the three 15 minute periods shall be declared the winner and shall be credited with two points in the standings. If, at the end of the game, the score for both teams is equal, the game shall be declared a tie with one point credited to each team.

b) In a play-off game where a winner must be declared, the game will be prolonged by a ten minute actual time «sudden victory» overtime period. If no goal is scored, game winning penalty shots shall apply.
If the game is stopped for any reason that is not specifically covered in the rules, the ball will be faced-off at the nearest spot where it was last played.

FACE-OFF SPOTS
440 - FACE-OFFS

a) A face-off shall be conducted at the beginning of each period and after any stoppage of play.
b) All face-offs shall be conducted exclusively:
   1. at the nine designated face-offs spots, or
c) The face-offs shall be conducted at the centre spot:
   1. at the start of a period,
   2. after a goal scored,
   3. after an error of an official on flooring,
   4. premature substitution of a goalkeeper.
d) Face-offs shall be conducted at the end zone spots of the defending team:
   1. when stoppage occurs between the end face-off spots and the near end of the rink (the ball shall be faced-off at the end face-off spot on the side where the stoppage occurred, unless otherwise expressly provided by these rules),
   2. a goal illegally scored as a result of a ball deflected off an official.
   3. after an attacking team does not score on a Penalty shot.
e) Face-offs shall be conducted at the end zone spots of the attacking team:
   1. when the ball is floored by the attacking team,
   2. after an intentional off-side by the attacking team,
f) Face-offs shall be conducted at the neutral zone spots:
   1. after an offside,
   2. after any infringement of a rule made by the attacking team in his attacking zone.
   3. Following a stoppage of play, should one or both defensemen who are playing near their attacking blue line or any player coming from the bench of the attacking team enter into the attacking zone beyond the outer edge of the end zone face-off circles.
g) When an infringement of a rule has been committed or a stoppage of play has been caused by an attacking player in the attacking zone, the ensuing face-off shall be in the neutral zone at the nearest face-off spot.
   Note: This includes a stoppage of play caused by a player of the attacking side shooting the ball on the back of the defending teams’ net without any intervening action by the defending team.
h) When an infringement of any rule has been committed by players of both teams, the ensuing face-off shall be at the nearest end zone face-off spot based on the cause of the stoppage of play and not related to the location of the ball when play was stopped.
i) All face-offs in the neutral zone shall be conducted at the designated face-off spots as dictated by reason for the stoppage of play. The face-off location to be used will be one of the two face-off spots nearest the offending team’s blue line in the neutral zone, thus causing a loss of territorial advantage to the offending team.
j) When players of both teams cause the stoppage of play the face-off will take place at nearest neutral zone faceoff spot to where the stoppage occurred and not related to the location of the ball when play was stopped.
k) For the purpose of an off-side pass: if the pass originated from the offending team’s side of centre in the neutral zone the face-off will be at the face-off dot outside the offending teams blue line however if the offending team has crossed the centre red line into the opposing team’s neutral zone (the area between the blue line and red line of the opposition) and an off-side pass is made from this area the face-off will take place outside the oppositions blue line at the closest face-off dot.
l) When any stoppage of play in the end zone is caused by a defending player or the goaltender the ensuing faceoff shall take place the nearest end zone face-off spot based on the cause of the stoppage of play and not related to the location of the ball when play was stopped.
1. The whistle shall not be blown by the official to start play.
2. No substitution of players shall be permitted until the face-off has been conducted and play has resumed, except when a penalty is assessed that will affect the on rink strength.
3. If the player facing-off fails to take his proper position immediately when directed to do so by the official, the official may order him replaced for the face-off by another teammate on the rink.
4. If a player enters the face-off circle, the Referees shall blow the whistle to re-face-off the ball, unless the non-offending team gains possession of the ball.
5. The Referees shall assess the corresponding penalty(s) to the offence made by the player.
m) When one or both defensemen, point players or any player coming from the players’ or penalty bench of the attacking team, enter deeply into the attacking zone (the top of the circle being the limit) when a gathering is taking place following a stoppage of play, the ensuing faceoff shall take place at the nearest face-off spot in the neutral zone, near the blue line of the defending team

442 - PROCEDURE FOR CONDUCTING FACE-OFFS

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

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

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

FLOATING BLUE LINE

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

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

n) Players of an attacking team **may not precede the ball** into their attacking zone.

o) The determining factors in deciding an offside are:
   a. the **player's shoes position** - player is offside when both shoes are completely over the blue line in his attacking zone before the ball completely crosses the line.
   b. the **ball position** - the ball must have completely crossed the blue line into the attacking zone.

p) In violation of this rule, play shall be stopped and a face-off shall be conducted:
   a. at the nearest neutral zone face-off spot if the ball was carried over the blue line by the attacking player,
   b. at the place where the pass or shot originated when the ball was passed or shot over the blue line by an attacking player,
   c. at the end face-off spot in the defending zone of the offending team if, in the opinion of the Referees, a player has **intentionally** caused an offside.

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

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

OFFSIDE PASS SITUATIONS
1. The attacking zone must be **completely clear of attacking players** before the delayed offside can be nullified with the ball still in the attacking zone.

2. “**Immediately**” means that the attacking players must not touch the ball, or attempt to gain possession of a loose ball, or force the defending ball carrier further back in the zone.

3. In this second case, when the Referee drop his arm, any attacking player may re-enter his attacking zone.

1. If the Referees have erred in calling an flooring, the ball shall be faced-off on the centre face-off spot.

2. The purpose of this section is to enforce continuous action and both Referees should interpret and apply the rule to produce this result.

3. **“SHORT HANDED”** means that due to a penalty(s), the team must be below the numerical strength of its opponents on the rink.

**FLOORING THE BALL**
451 - DELAYED OFFSIDE PROCEDURE

If an attacking player precedes the ball into the attacking zone, but a defending player is able to play the ball, the Referees shall raise his arm to signal by «delayed offside», except if the ball has been shot on goal causing the goalkeeper to play the ball. The Referees shall drop his arm to nullify the offside violation and allow the play to continue if:
- the defending team either passes or carries the ball into the neutral zone, or
- all attacking players immediately clear the attacking zone by making shoe contact with the blue line.

460 - FLOORING THE BALL

a) For the purpose of this rule, the centre red line divides the rink into two halves. The point of last contact with the ball by the team in possession shall be used to determine whether or not flooring has occurred.
b) Should a player of a team equal or superior in numerical strength shoot, bat or deflect the ball from his own half of the rink beyond the goal line of the opposing team, play shall be stopped and flooring shall be called.
c) A face-off will take place at the end zone face-off spot of the offending team nearest to where they last touched the ball.
d) No flooring will be called:
   1- if the ball enters the goal - the GOAL is allowed,
   2- if the offending team is «short handed» at the instant the ball is shot,
   3- if the ball touches any part of an opposing player, including the goalkeeper, before crossing the goal line,
   4- if the ball is floored directly from a player participating in a face-off,
   5- if, in the opinion of the Referees, any player from the other team, except the goalkeeper, is able to play the ball before it crosses the goal line.

470 - DEFINITION OF A GOAL

A goal shall be scored:
   1. when the ball has been put between the goal posts below the crossbar and entirely across the goal line by the stick of a player of the attacking team,
   2. if the ball has been put into the goal in any way by a player of the defending team,
   3. if the ball has been deflected into the goal from the shot of an attacking player by striking any part of a team mate,
   4. if a player of the attacking team has been physically interfered by the action of any defending player so as to cause him to be in the goal crease when the ball enters the goal, unless if in the opinion of the Referees, he had sufficient time to get out of the crease,
   5. if the ball should become loose in the goal crease and then put into in the goal by the stick of the attacking player,
   6. when the ball deflects directly off the shoe of an attacking or defending player.
1. No goal shall be disallowed after the face-off immediately following the scoring of that goal.

2. The goal crease is defined as a **volume**, extending from the crease area on the rink up to 1.27m above the rink surface.

3. Where a goal is scored at the end of the period (14:59) and the buzzer sounds to end the period (but the goal was scored before the buzzer sounds and the Referees allows the goal to count), it is not necessary for the Referees to conduct a face-off at the centre rink. In such a case, the Referees should insure that the Timekeeper records the goal at 14:59 on the Official Game Sheet. No goal may be counted if the clock is 15:00 or 0:00.

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1. Only one point may be awarded to any one player on a goal.

2. Only one assist may be awarded when a player scores after a rebound off of the goalkeeper.

3. In the case of an obvious error in awarding a goal or assist, the error should be corrected promptly, but changes shall not be made once the Referees have signed the Official Game Sheet.
471 - DISALLOWING A GOAL

No goal shall be scored:
1. if an attacking player deliberately kicks, throws, bats with the hands or otherwise directs the ball by any means other than his stick into the goal even if the ball has been further deflected by any player, goalkeeper or official,
2. if an attacking player contacted the ball with the stick above the cross bar,
3. if the ball has been directly deflected into the goal off an official,
4. if an attacking player stands or holds his stick in the goal crease when the ball enters the goal, unless he has been physically interfered by the action of any defending player so as to cause him to be in the goal crease when the ball enters the goal, unless if in the opinion of the Referees, he had sufficient time to get out of the crease or unless Rule 470 applies.
5. if the goal has been displaced from its normal position.
6. if the goal is scored by any type of "kick shot". A "Kick shot" is made by placing the blade of the stick behind the ball and then propelling the ball by kicking the stick.

472 - GOAL AND ASSIST AWARDED TO THE PLAYER

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

480 - BALL OUT OF BOUNDS

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

481 - BALL ON THE NET

When the ball is lodged in the outside netting of the goal for more than three seconds or frozen against the goal between opposing players, the Referees shall stop the play and face-off the ball:
- at the nearest end zone face-off spot.
- at the nearest neutral zone face off-spot if, in the opinion of the Referees, the stoppage has been caused by an attacking player.

482 - BALL OUT OF SIGHT

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

483 - ILLEGAL BALL

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

HIGH STICKING THE BALL SIGNAL

WASH-OUT SIGNAL
484 - BALL STRIKING AN OFFICIAL
Play shall not be stopped because the ball touches an official except when the ball has entered the goal.

490 - STOPPING/PASSING THE BALL WITH HANDS
A player shall be permitted to stop or bat the ball in the air with the open hand or push it along the surface of the rink with his hand, unless in the opinion of the Referees, the player has deliberately directed the ball to a team-mate:

a) If a team-mate of such player obtains possession of the ball in the Neutral zone, play shall be stopped and the ball faced-off at the location where the offence occurred, unless the offending team gains a territorial advantage, then the face-off shall be where the stoppage of play occurred.
b) If a team-mate of such a player obtains possession of the ball in his Defending zone, the Referees will not stop the play provided the hand pass is completed before the player and ball leave the zone.
c) However when the ball is passed with the hand from a player in the Neutral Zone to a team mate in his Defending Zone, the Referees will stop the play with the Face-off at point of stoppage.
d) If a teammate of such player obtains possession of the ball in his Attacking Zone, the Referees will stop the play with the Face-off at the Neutral zone faceoff spot outside the Attacking zone.
e) A goal shall be disallowed if the ball was batted by an attacking player even deflected into the goal by any player or his stick, goalie or official into the goal.

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

492 - HIGH STICKING THE BALL
a) Stopping or batting the ball with the stick above the height of the shoulders is prohibited, the play will be stopped, unless-
1. the ball is batted to an opponent in which case the play shall continue and the Referees shall give the «wash out» signal.
2. a player of the defending team bats the ball in his own goal, in which case the goal is allowed.
b) If the ball has been high-sticked by an attacking player in his Attacking Zone the face-off shall take place at the nearest spot in the Neutral Zone.
c) If the ball has been high-sticked by a player in his Defending Zone or in the Neutral Zone face-off shall take place at the closest face off point to the place where the offence occurred unless the offending team gains a territorial advantage, then the face-off shall be at the closest face off spot to the place where the stoppage of play occurred.
d) No goal can be scored when the stick of an attacking player above the height of the cross bar of the goal contacts the ball.

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

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<td>Offender</td>
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<td>--</td>
<td>2 Minutes</td>
</tr>
<tr>
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<td>2 Minutes</td>
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<td>Not applicable</td>
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<td>2 Minutes</td>
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<td>Any player except the offender for 5 minutes</td>
<td>Balance of the game</td>
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<td>Balance of the game</td>
<td>None</td>
<td>20 Minutes</td>
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**SECTION 5 - PENALTIES**

500 - PENALTIES - DEFINITION AND PROCEDURES

Penalties are divided into the following categories showing time to be served:

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

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

1. Penalties imposed after the end of the game shall be reported by the Referees on the Official Game Sheet.

2. Some rules state that the Manager or Coach shall designate a player to serve a penalty. If they refuse to do so, the Referees have the authority to name any player of the offending team to serve the penalty.

3. When the Minor or Major penalties of two players of the same team terminate at the same time, the Captain of that team shall designate to the Referees which player shall return on the rink first. The Referees will then instruct the Scorekeeper accordingly.

4. For a Game Misconduct penalty, a total of **20 minutes** shall be recorded against the penalized player. For a Match penalty, a total of **25 minutes** shall be recorded against the penalized player.

5. For all Game Misconduct, and Match penalties the Referees shall:
   - **Report to the Proper Authorities** immediately following the game.

→ **See Annex 7 Referee procedure to signal and call a penalty**
When a player is assessed a Major and a Minor penalty at the same time, the Major penalty shall be served first. This applies when both penalties are imposed on the SAME player (see Rule 513).

The designated player shall take his place on the penalty bench promptly and serve the penalty as it was a Minor penalty imposed to him.

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

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

When a player is assessed a Minor or Major penalty and a Misconduct penalty at the same time, the penalized team shall immediately put a substitute player on the penalty bench to serve the Minor or Major penalty without change. In this case the Misconduct penalty starts only after the Minor or Major penalty has been served by the substitute player. If a Misconduct penalty is inflicted while the time remaining in the game (including a possible overtime) is less than 10 minutes, a player sanctioned with a Misconduct penalty may go to the changing room and must not take place on the penalty bench.
501 - MINOR PENALTY
For a **MINOR penalty**, any player, other than the goalkeeper, will be ruled off the rink for **two minutes** and **no substitution** shall be permitted.

502 - BENCH MINOR PENALTY
For a **BENCH MINOR PENALTY**, any player, other than the goalkeeper, of the penalized team, designated by the Manager or the Coach through the Captain, will be ruled off the rink for **two minutes** and **no substitution** shall be permitted.

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

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

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

For his second **MISCONDUCT PENALTY**, any player, including the goalkeeper, will automatically be ruled off the rink for **the balance of the game** (**Game Misconduct penalty**) and immediate **substitution** shall be permitted.
1. A Game Misconduct penalty does not incur automatic suspension, except for that game, but the Proper Authorities shall have the power to suspend the player or the team official from participating in further games.

2. In championships and tournament games, any player or team official assessed his second Game Misconduct Penalty shall be automatically suspended for his team’s next championship or tournament game.

1. The player shall be ordered to the dressing room and a substitute player shall be permitted to replace him after five minutes playing time has elapsed.

2. A player or team official incurring a Match penalty shall be awarded an automatic further suspension, which means that he shall be suspended for the next game as a minimum, and his case shall be dealt with by the Proper Authorities.
505 - GAME MISCONDUCT PENALTY
For a **GAME MISCONDUCT penalty**, any player, including the goalkeeper or team official, will be ruled off the rink and ordered to the dressing room for the balance of the game and immediate substitution for the player or the goalkeeper shall be permitted.

506 – GROSS MISCONDUCT PENALTY
Gross Misconduct penalties shall be assessed where a person conducts him/herself in such a manner as to make a travesty of the game. A total of twenty minutes shall be charged in the records against the penalized player for a Gross Misconduct.
Any player, including the goalkeeper, or team official, will be ruled off the rink and ordered to the dressing room for the balance of the game and immediate substitution for the player or the goalkeeper shall be permitted.
Any player, including the goalkeeper, or team official that gets a Gross Misconduct shall be automatically suspended for his team’s next game.

507 - MATCH PENALTY
a) A Match penalty shall be assessed any player, including the goalkeeper or team official, who deliberately attempts to injure or deliberately injures an opponent or a referee in any manner.
b) Where a player is high-sticked, cross-checked, body checked, pushed, hit or propelled in any manner from behind into the boards or goal net, in such a way that the player is unable to protect or defend them self, a Match penalty shall be assessed.
Note: Referees are instructed not to substitute other penalties. This rule must be strictly enforced.

For a **MATCH penalty**, any player, including the goalkeeper, will be ruled off the rink and ordered to the dressing room for the balance of the game and substitution shall be permitted after five minutes.

508 - PENALTY SHOT
Where there is an infraction of the rules that calls for a **PENALTY SHOT**, and if the infraction involves a Minor penalty, the non-offending team will be given the option of:
1. **accepting the Penalty Shot** and the penalty will not be assessed regardless of whether the Penalty Shot results in a goal or not, or
2. **have a Minor penalty** assessed to the offending player.

If the infraction involves any other penalty, the shot will be awarded and the penalty shall be assessed regardless of whether the Penalty Shot results in a goal or not.
1. If the foul upon which the Penalty Shot is based occurred during actual playing time, the Penalty Shot will be awarded and taken immediately in the usual manner, notwithstanding any delay occasioned by a slow whistle by the Referees. In this case, the play shall be permitted to be completed, which delay results in the expiry of the regular playing time in any period.

2. If the goalkeeper leaves his crease before the player has touched the ball, or commits any foul, the Referees shall raise his arm but allow the shot to be completed. If the shot fails, he shall permit the Penalty Shot to be taken again. If the goalkeeper leaves the goal crease too early, the Referees shall: issue a WARNING the first time and a new Penalty Shot, issue a Misconduct penalty the second time and a new Penalty Shot, award a Goal the third time.

3. The goalkeeper may attempt to block the shot in any manner, except by throwing his stick or any other object, in which case a goal shall be awarded.

4. When the Penalty Shot is taken, if any player of the opposing team interferes or distracts the player taking the shot, and because of such action the shot fails, the Referees shall allow a second Penalty Shot and assess a Misconduct penalty on the offending player.

1. All penalties imposed to a goalkeeper, regardless of who serves the penalty, shall be charged in the records against the goalkeeper.

2. Any additional penalties which were assessed to the goalkeeper at the same stoppage of play will apply and will be served by another player of his team who was on the rink when the penalties were assessed.
509 - PENALTY SHOT PROCEDURE

a) The Coach or the Captain of the non-offending team selects and reports to the Referees the number of any non-penalized player who shall take the shot.
b) The Referees shall cause to be announced the name and number of the player, who cannot be serving a penalty or have been assessed a delayed penalty.
c) The players of both teams shall withdraw to the sides of the rink and behind the red line.
d) The Referees shall place the ball on the centre spot.
   Only a goalkeeper may defend against the Penalty Shot.
e) The goalkeeper must stay in his crease until the player has touched the ball.
f) The player will, on instruction of the Referees, play the ball and proceed towards his opponent’s goal line and attempt to score on the goalkeeper.
g) Once the ball is shot the play shall be considered complete, and no goal can be scored by a second shot of any kind.
h) If a goal is scored, the face-off will take place at centre rink.
i) If no goal is scored, the face-off will take place at either of the end zone face-off spots in which the Penalty Shot has been attempted.

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

510 - SUPPLEMENTARY DISCIPLINE

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

511 - GOALKEEPER PENALTY PROCEDURE

A goalkeeper never goes to the penalty bench

a) For Minor, or first Misconduct penalties assessed to the goalkeeper:
   - The goalkeeper continues to play.
   - His penalty will be served by another player of his team who was on the rink when the offense was committed and was designated by the Manager or Coach through the Captain.

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

He will be replaced by the substitute goalkeeper, if available, or otherwise by a member of his team, who shall be permitted 10 minutes to dress in the goalkeeper’s full equipment.

In case of Major or Match Penalties the 5 minutes Penalty will be served by another player of his team who was on the rink when the offense was committed and was designated by the Manager or Coach through the Captain.

If under these rule players receiving a Major or Match penalty are immediately substituted it is not necessary that their penalty is served on the penalty bench by any other player.

1. If the penalties of two players of the same team expire at the same time, the Captain of the team will designate to the Referees which of the players will return to the rink first, and the Referees shall instruct the Scorekeeper accordingly.
1. A player involved in the coincidental penalty rule may go to the dressing room and not be replaced by a substitute on the penalty bench. The only case where a substitute would be required on the penalty bench is where a player must serve a time penalty with his team playing shorthanded.

For examples of coincidental major penalties see annex 6
2. When a Major and a Minor penalty are imposed at the same time on two or more players of the same team, the Scorekeeper shall record the Minor penalty as being the first of such penalties. This also applies when the two penalties are imposed on DIFFERENT players (see Rule 501).

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

COINCIDENTAL PENALTIES

When such penalties are assessed, immediate substitutions shall be made for those penalties and they shall not be taken into account for the purpose of delayed penalties. In the case where the penalized players remain in the game, they shall take their place on the penalty bench and shall not leave until the first stoppage of play following the expiry of their respective penalties.

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

513 - DELAYED PENALTY
This rule applies only when Minor, Bench Minor, Major or Match penalties are involved.

a) If a third player of any team is assessed a penalty while two players of his team are serving penalties, his penalty time shall not commence until the penalty time of one of the other players has elapsed.

b) The player shall proceed at once to the penalty bench, but may be replaced on the rink by a substitute.

c) When any team has three or more players serving penalties at the same time, and because of the delayed penalty rule a substitute for the third offender is on the rink, none of the three penalized players may return to the rink until play has been stopped, unless by reason of the expiration of his penalty the penalized team is allowed to have more than four players including the goalkeeper on the rink, in which case the penalized players will be permitted to return in the order of their penalties.
1. Completion of the Play by the team in possession means that the ball must have come into the possession of, and have been controlled or intentionally directed by, a player or goalkeeper of the opposing team, or has been frozen. No rebound off of any player of the opposing team, or off the goal or boards, will lead to completion of the play.

2. If after the Referee has signalled a penalty, but before the whistle has been blown, the ball enters the goal of the non-offending team as the direct result of the action of the player of the non-offending team, the goal shall not be allowed and the penalty signalled shall be imposed.
514 - CALLING OF PENALTIES

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

a) If the team of the offending player is in possession of the ball, the Referees shall immediately blow the whistle and assesses the penalty. The face-off shall take place at the nearest face-off spot in the neutral zone to where the play was stopped, unless it was stopped in the attacking zone of the offending player.

b) If the team of the offending player is NOT in possession of the ball, the Referee shall raise his arm, signifying the calling of a penalty and, upon completion of the play by the team in possession, will blow the whistle and assess the penalty.

c) If, after the Referee has raised his arm, a goal is scored in any manner against the non offending team, the goal will not be allowed and a penalty shall be imposed in a normal manner.

d) If, after the Referee has raised his arm, a goal is scored by the non-offending team, the goal will be allowed and the first Minor penalty will not be assessed. All other penalties shall be assessed. If the offending team is already shorthanded, the signalled Minor penalty will be washed out but all penalties served in the penalty bench will remain. All other penalties that occurred during the same play shall be assessed.

The face-off shall take place in the neutral zone near the blue line of the team shooting the ball where play was stopped unless, during the period of a delayed whistle due to a penalty by a player of the team not in possession, the side in possession floors the ball or shoots the ball from their defensive zone so that it goes out of bounds or is unplayable.

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

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

BUTT-ENDING SIGNAL

1. **Charging** identifies the act of taking more than two steps or strides to contact an opposing player.
2. A player who makes physical contact with an opponent after the whistle has been blown, and if, in the opinion of the Referees, the player had sufficient time after the whistle to avoid such contact, shall be assessed, at the discretion of the Referees, a penalty for charging.
3. A goalkeeper is not “Fair Game” just because he is outside of the goal crease area. A penalty for interference or charging should be called in every case where an opposing player makes unnecessary contact with a goalkeeper.

CHARGING SIGNAL
FOULS AGAINST PLAYERS

520 - BOARDING

a) A player who body checks, elbows, charges or trips an opponent in such a manner that it causes the opponent to be thrown violently into the boards, shall be assessed at the discretion of the Referees, a:
- Minor penalty (2’)
  or
- Major penalty + Automatic Game Misconduct penalty (5’+GM)
  or
- Match penalty (MP)

b) A player who injures his opponent as a result of boarding shall be assessed at the discretion of the Referees a:
- Major penalty + Automatic Game Misconduct penalty (5’+GM)
  or
- Match penalty (MP)

521 - BUTT-ENDING

a) A player who attempts to butt-end an opponent shall be assessed a:
- Double Minor penalty + Misconduct penalty. (2’+2’+10’)

b) A player who butt-ends an opponent shall be assessed a:
- Major penalty + Automatic Game Misconduct penalty. (5’+GM)

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

522 - CHARGING

1. A player who runs, jumps or charges an opponent or who runs, jumps or charges the opposing goalkeeper in his crease shall be assessed, at the discretion of the Referees, a:
- Minor penalty (2’)
  or
- Major penalty + Automatic Game Misconduct penalty. (5’+GM)
  or
- Match Penalty (MP)

2. A player who injures his opponent as a result of charging shall be assessed, at the discretion of the Referees, a:
- Major penalty + Automatic Game Misconduct penalty. (5’+GM)
  or
- Match Penalty (MP)
1. A check from behind is a check delivered on a player who is not aware of the impending hit, is unable to protect himself and contact is made on the back part of the body.
2. However, if a player intentionally turns his body to create contact, this would not be classified as check from behind.

CHECKING FROM BEHIND SIGNAL

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

CLIPPING SIGNAL

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

CROSS-CHECKING SIGNAL
523 - CHECKING FROM BEHIND

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

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

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

- Match penalty (MP)

524 - CLIPPING

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

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

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

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

525 - CROSS-CHECKING

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

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

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

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

For the application of this rule, if one player is on the rink and one is off the rink, both shall be considered on the rink.

ROUGHING SIGNAL
526 - ELBOWING
a) A player who uses his elbow to foul an opponent shall be assessed a:
   - Minor penalty (2’)
   or
   - Major penalty + Automatic Game Misconduct penalty (5’+GM)
   or
   - Match penalty (MP)

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

527 - EXCESSIVE ROUGHNESS
Any player who commits an action not permitted by the rules that may cause or causes an injury to an opponent, to a team or game official shall be assessed a:
   - Match penalty (MP)

528 - FISTICUFFS OR ROUGHING
a) A player who intentionally takes off his glove/s in a fight or altercation shall be assessed a:
   - Misconduct penalty (10’)

b) A player who starts fisticuffs shall be assessed a:
   - Game Misconduct penalty (GM)

c) A player who, having been struck, retaliates with a blow or attempted blow, shall be assessed a:
   - Minor penalty (2’)

d) Any player or goalkeeper who is the first to intervene in an altercation already in progress, shall be assessed a:
   - Game Misconduct penalty (GM)

e) If a player, after he has been ordered by the Referees to stop, continues the altercation, attempts to continue, or resists a Referee in the discharge of his duties, he shall be assessed, at the discretion of the Referees, a:
In case of a minor infraction, it is at the discretion of the referee to inflict

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

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**HIGH STICKING SIGNAL**

**HOLDING SIGNAL**

**HOLDING THE STICK SIGNAL**  (Two Stage Signal)
529 - HEAD-BUTTING
A player who attempts or deliberately head-butts an opponent shall be assessed a:

- Match penalty (MP)

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

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

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

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

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

- Double Minor penalty (2’+2’)

531 - HOLDING AN OPPONENT
A player who holds an opponent with his hands or stick shall be assessed a:

- Minor penalty (2’)

532 - HOLDING THE STICK
A players who holds an opponent’s stick with his hands or in any other way shall be assessed a:

- Minor penalty (2’)

1. A Breakaway can be defined as situation when a player is in full control of the ball and has no opposing player between himself and the opposing goalkeeper or goal, if the goalkeeper has been removed.

2. Control of the ball is the act of propelling the ball with the stick. If the ball is touched by another player or his equipment while it is being propelled and hits the goal or goes free, the player shall no be longer considered to be in control of the ball.

3. The Referees shall not stop the play until the attacking team has lost possession of the ball.

4. The position of the ball shall be the determining factor. The ball must be fully outside the defending zone, which can be the red line or the blue line depending on the fact, whether the blue line has "jumped" on the red line or not to award a Penalty Shot or a goal.

5. The intention of this rule is to restore a reasonable scoring opportunity which may have been lost by reason of a foul from behind.

1. This rule applies to any interference action, such as:
   • knocking a stick out of an opponent's hands,
   • preventing a player who lost his stick to regain possession,
   • kicking or shooting any abandoned or broken stick or any object towards an opposing ball carrier.

2. The last player to touch the ball, other than a goalkeeper, shall be considered as in possession of the ball.

3. If an attacking player deliberately stands in the goal crease, without interfering with the goalkeeper, the Referees shall stop the play and the ensuing face-off shall take place at the nearest face-off stop in the neutral zone.
533 - HOOKING

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

- Minor penalty (2’)
  
or
- Major penalty + Automatic Game Misconduct penalty (5’+GM)

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

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

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

- Penalty Shot

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

- Goal

534 - INTERFERENCE

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

- Minor penalty (2’)

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

- Minor penalty (2’)

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

- Minor penalty (2’)

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

- Goal

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

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

1. The Referees should award a slashing penalty to any player who swings his stick at an opponent without actually striking him, or makes a wild swing at the ball with the object of intimidating an opponent.

2. Tapping the stick of the ball carrier is not considered slashing if it is limited to hitting the stick for the sole purpose of taking the ball.
535 - KICKING
A player who kicks or attempts to kick another player, shall be assessed a:

- Match penalty (MP)

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

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

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

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

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

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

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

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

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

- Major penalty + Automatic Game Misconduct penalty (5’+GM)
  or
- Match penalty (MP)
1. “Attempt to spear” shall include all cases when a spearing gesture is made but no contact is made.

2. Spearing is the action of stabbing an opponent with the point of the stick blade, whether or not the stick is being carried with one or both hands.

SPEARING SIGNAL

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

1. A breakaway can be defined as a situation where a player is in full control of the ball and has no opposing player between himself and the opposing goalkeeper or goal, if the goalkeeper has been removed.

2. Control of the ball is the act of propelling the ball with the stick. If the ball is touched by another player or his equipment while it is being propelled, or hits the goal or goes free, the player shall no be longer considered as being in control of the ball.

3. The Referees shall not stop the play until the attacking team has lost possession of the ball.

4. The position of the ball shall be the determining factor. The ball must be fully outside the defending blue line respectively red line to award a Penalty Shot or a goal.

5. The intention of this rule is to restore a reasonable scoring opportunity which has been lost by reason of a foul from behind.

TRIPPING SIGNAL
538 - SPEARING
a) A player who attempts to spear an opponent shall be assessed a:
   - Double Minor penalty + Misconduct penalty. (2’+2’+10’)

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

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

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

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

c) A Minor penalty (2’) or, at the discretion of the Referee, a Major penalty + Automatic Game Misconduct penalty (5’+GM) shall be assessed any player who uses his feet to knock an opponent’s feet out from under him with a kicking or leg dragging motion from behind (“slew footing”).

   Note: If a player in the process of falling or sliding along the floor, hits or knocks the ball from her opponent’s stick prior to making actual body contact, the tripping shall be called.

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

e) If, when the opposing goalkeeper has been removed from the rink, and the player in control of the ball outside his own defending zone, with no opponent between him and the opposing goal is tripped from behind, his team shall be awarded a:
   - Goal
A **minor penalty** shall be inflicted were the physical impact of the player body checking his opponent is considered not to be violent. In case of a violent physical impact, the referee may inflict a **major penalty** + **Automatic Game Misconduct penalty** especially if the body check is executed in a way, that the health of the checked player is clearly endangered.
540 – CHECKING TO THE HEAD AND NECK AREA

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

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

b) A player who injures an opponent as result of checking to the Head and Neck Area shall be assessed, a
- Match Penalty (MP)

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

541 – BODY CHECKING

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

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

1. To enforce this rule, the Referees has, in many instances, the following options:

   - **Bench Minor penalty** for violations occurring on or in the vicinity of the players bench, but off of the playing surface and affecting non-playing personnel.

   - **Misconduct penalty** for violations occurring on the playing surface or in the penalty bench and where the penalized player is readily identifiable.
**OTHER PENALTIES**

**550 – ABUSE OF OFFICIAL AND UNSPORTSMANLIKE CONDUCT BY PLAYERS**

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

- Minor penalty (2’)

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

- Bench Minor penalty (2’)

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

- Misconduct penalty (10’)

For any further dispute, he shall be assessed a:

- Game Misconduct penalty (GM)

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

- Misconduct penalty (10’)

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

- Game Misconduct penalty (GM)

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

- Game Misconduct penalty (GM)

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

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

551 - ABUSE OF OFFICIALS AND UNSPORTSMANLIKE CONDUCT BY TEAM OFFICIALS
i) If any team official:
- uses obscene, profane or abusive language or makes any obscene gesture to any official or any person, or
- interferes in any manner with any of the officials of the game, or - bangs the boards with a stick or other object at any time,
  his team shall be assessed a:
  - Bench Minor penalty (2’)

j) If he persists, or if he is guilty of any type of misconduct he shall be assessed a:
  - Game Misconduct penalty (GM)

k) A team official who uses or makes any racial remark or ethnic slur shall be assessed a:
  - Game Misconduct penalty (GM)

l) A team official makes a travesty or is detrimental to the conducting of the game, shall be assessed a:
  Gross Misconduct penalty (GR M)

m) If any team official,
- holds or strikes an official,
- spits at a game official,
  he shall be assessed a:
  - Match penalty (MP)

554 - DELAYING THE GAME

554a) - KEEPING THE BALL IN MOTION
a) The ball must be kept in motion at all times. A team in possession of the ball in its own defending zone shall advance the ball towards the opposing goal except:
- to carry the ball behind his goal once,
- if it is prevented to do so by players of the opposing team, or
- if the team is short handed.

A player beyond his defending zone shall not pass or carry the ball backward into his defending zone for the purpose of delaying the game, except when his team is short handed.
For the first infraction, the Referees shall assess a:
  - Warning

to the Captain of the offending team.
For the second infraction, during the same period, the offending player shall be assessed a:

- Minor penalty (2’)

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

- Minor penalty (2’)

554b) - DISPLACING THE GOAL

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

- Minor penalty (2’)

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

- Penalty Shot

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

- Penalty Shot

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

- Goal
554c) - SHOOTING OR THROWING THE BALL OUTSIDE THE PLAYING AREA
A player who deliberately shoots the ball outside the playing area, or a goalkeeper who shoots the ball directly outside the playing area, or a player or goalkeeper who throws or deliberately bats the ball with his hand or stick outside the playing area, shall be assessed a:

- Minor penalty (2’)

554d) - ADJUSTMENT OF EQUIPMENT
Play shall not be stopped nor the game delayed by reason of repair or adjustments to players equipment and uniform, and the player requiring such adjustments shall retire from the rink.

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

- Minor penalty (2’)

554e) - INJURED PLAYER REFUSING TO LEAVE THE RINK
An injured player who refuses to leave the rink shall be assessed a:

- Minor penalty (2’)

554f) - MORE THAN ONE CHANGE AFTER GOAL SCORED
If a team after scoring a goal has more than one change of players on the rink it shall be assessed a:

- Bench Minor penalty (2’)

554g) - VIOLATION OF FACE-OFF PROCEDURES
a) When a player has been removed from the face-off by an official and another player of the same team delays taking up his proper position after a WARNING, the team shall be assessed a:

- Bench Minor penalty (2’)

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

- Minor penalty (2’)

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ISBHF Rules
1. The guilty player shall not be allowed to participate in the game until the illegal equipment has been corrected or removed.
555 - ILLEGAL OR DANGEROUS EQUIPMENT

a) A player or goalkeeper who,

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

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

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

- Misconduct penalty (10’)

to the offending player.

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

- Minor penalty + Misconduct penalty (2’+10’)

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

- Minor penalty (2’)

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

- Bench Minor penalty (2’)

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

- Minor penalty (2’
1. A *broken stick* is one which, in the opinion of the Referees, is unfit for normal play.

2. A player without a stick may participate in the game.

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

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

b) If a player whose stick is broken does not immediately drop the broken portions, he shall be assessed a:
   - Minor penalty (2’)

c) A goalkeeper may continue to play with a broken stick until the next stoppage of play or until he has been legally provided with a new stick.

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

e) If a team official throws the new stick to him from the players bench his team shall be assessed a:
   - Bench Minor penalty (2’)
   and the team official shall be assessed a:
   - Game Misconduct penalty (GM)

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

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

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

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

557 - FALLING ON THE BALL BY A PLAYER

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

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

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

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

1. The object of this rule is to keep the ball in play continuously and any action by the goalkeeper which causes an unnecessary stoppage of play shall be penalized.
558 - FALLING ON THE BALL BY A GOALKEEPER
If a goalkeeper, whose body is entirely outside the goal crease, and when the ball is behind the goal line or beyond the two lines on each side of the face-off circles, deliberately falls on or gathers the ball into his body, or holds or places the ball against any part of the goal or the boards, he shall be assessed a:

- Minor Penalty (2’)

559 - HANDLING THE BALL WITH HANDS BY A PLAYER
a) Any player, except the goalkeeper, who closes his hand on the ball shall be assessed a:

- Minor Penalty (2’)

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

- Minor Penalty (2’)

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

- Penalty Shot

560 - HANDLING THE BALL WITH HANDS BY A GOALKEEPER
a) Unless he is being pressured a goalkeeper who holds the ball more than three seconds shall be assessed a:

- Minor penalty (2’)

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

- Minor penalty (2’)

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

- Minor penalty (2’)

561 - INTERFERENCE WITH SPECTATORS
A player who physically interferes with a spectator shall be assessed, at the discretion of the Referees, a:

- Match penalty (MP)
1. If a player shall illegally enter the game from his own player’s bench or from the penalty bench by his own error or the error of the Penalty Bench Attendant, any goal scored by his own team shall be disallowed, while he is illegally on the rink, but all penalties imposed to both team shall be served.

2. If the player leaves the penalty bench because of an error of the Penalty Bench Attendant, he shall not be penalized but shall serve the remaining amount of time of his penalty when he re-entered the game.

3. The Penalty Bench Attendant shall note the time and advise the Referees at the first stoppage of play.

1. Substitutions made prior to the altercation shall be permitted provided the players so substituting do not enter the altercation.

2. If players of both teams leave their respective benches at the same time, the first identifiable player of each team will be penalized under this rule.

3. For the purpose of determining which player was the first to leave his players bench, the Referees may consult off-rink officials.

4. A maximum of five Misconduct and/or Game Misconduct penalties per team can be assessed under this rule.
562 - PLAYERS LEAVING THE PENALTY OR PLAYERS BENCH

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

   - Game Misconduct penalty (GM)

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

   - Penalty Shot

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

   - Goal

563 - PLAYERS LEAVING THE PENALTY BENCH

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

   - Minor penalty (2')

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

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

to be served at the expiration of his previous penalty.

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

   - Bench Minor penalty (2')

564 - PLAYERS LEAVING THE BENCHES DURING AN ALTERCATION

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

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

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

   - Misconduct penalty (10')
All forfeit decision made by any referee is only provisional. The proper authority has to review all such decisions before they become definitive.
565 - TEAM OFFICIALS LEAVING THE PLAYERS BENCH
Any team official who goes on the rink during any period without the permission of the Referees shall be assessed a:

- Game Misconduct penalty (GM)

566 - REFUSING TO START PLAY - TEAM ON THE RINK
If, when both teams are on the rink and one team refuses to play for any reason when ordered to do so by the Referees, the Referees shall warn the Captain and allow to the team so refusing 30 seconds to begin the game or resume play.

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

- Bench Minor penalty (2’)

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

567 - REFUSING TO START PLAY - TEAM NOT ON THE RINK
If a team, which is not on the rink, fails to go on the rink to start playing when ordered by the Referees through the Captain, Manager or Coach, the Referees will allow to the refusing team two minutes.

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

- Bench Minor penalty (2’)

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

568 - THROWING A STICK OR ANY OBJECT OUT OF THE PLAYING AREA
Any player or goalkeeper who throws a stick or part of it out of the playing area shall be assessed, at the discretion of the Referees, a:

- Misconduct penalty (10’)
  or
- Game Misconduct penalty (GM)

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

1. The position of the ball shall be the determining factor in this instance. The ball must be fully outside of the defending zone blue line in order to award a Penalty Shot or a goal.
1. This does not include the situation where a Captain or Alternate Captain enters the rink during a normal change of players.
569 - THROWING A STICK OR ANY OBJECT WITHIN THE PLAYING AREA
Any player or goalkeeper on the rink who throws his stick or any part of it or any other object in the direction of the ball in his attacking zone or in the neutral zone shall be assessed a:

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

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

- Penalty Shot

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

- Goal

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

- Penalty Shot

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

- Goal

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

- Minor penalty (2')

572 - CAPTAIN AND ALTERNATE CAPTAIN ATTITUDE
If the Captain or Alternate Captain comes off the bench when not invited by the Referees, his team shall be assessed a:

- Bench Minor penalty (2')

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

- Minor penalty (2')
573 - TOO MANY PLAYERS ON THE RINK
If, at any time during play a team has more than the number of players on the rink to which they are entitled, the team shall be assessed a:

- Bench Minor penalty (2’)

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

- Penalty Shot

575 - INFRINGEMENT OF CHANGE OF PLAYERS PROCEDURE
Where a team attempts to make a player(s) change after its allotted period of time, the Referees shall send the player(s) back to the bench and issue a WARNING to the team. Any subsequent infraction of this procedure at any time during the course of the game shall incur a:

- Bench Minor penalty (2’)

590 - PENALTIES FOR GOALKEEPERS
The procedures for goalkeeper penalties are outlined in Rule 511.

Specific penalties for goalkeepers are outlined in the following rules:
- 509 Penalty Shot Procedure
- 554c Shooting or Throwing the Ball Outside the Playing Area
- 556 Broken Stick
- 558 Falling on the Ball
- 560 Handling the Ball with Hands
- 568 to 570 Throwing a Stick or Any Object

591 - GOALKEEPER BEYOND THE CENTER RED LINE
If a goalkeeper participates in the play in any manner when he is beyond the center red line, he shall be assessed a:

- Minor penalty (2’)

592 - GOALKEEPER GOING TO THE PLAYERS BENCH DURING STOPPAGE OF PLAY
If a goalkeeper goes to the players bench during a stoppage of play, except to be replaced or during a time out, he shall be assessed a:

- Minor penalty (2’)
593 - GOALKEEPER LEAVING HIS CREASE DURING AN ALTERCATION
If a goalkeeper leaves the immediate vicinity of his crease during an altercation he shall be assessed a:

- Minor penalty (2’)

594 - GOALKEEPER DROPPING THE BALL ON THE GOAL NETTING
If a goalkeeper drops the ball on the goal netting to cause a stoppage of play he shall be assessed a:

- Minor penalty (2’)


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

1. Rule 650 applies for players:
   - Born in 1992 - for season 2009/2010
   - Born in 1993 - for season 2010/2011
   - Born in 1994 - for season 2011/2012
   - Born in 1995 - for season 2012/2013

2. Full face masks must be constructed in such a way that neither the ball nor a stick blade might get through it.
SECTION 6 - SPECIFIC RULES

SPECIFIC RULES FOR WOMEN

600 - WOMEN WEARING FULL FACE MASKS
Full face masks, which meet approved international standards, shall be worn by all women street- & ballhockey players.

601 - WOMEN BODY-CHECKING
In women’s street- & ballhockey, if a player makes a direct body-check, she shall be assessed, at the discretion of the Referees, a:

- Minor penalty (2’)
  or
- Major penalty + Automatic Game Misconduct penalty (5’+GM)

SPECIFIC RULES FOR JUNIOR UNDER 18 CATEGORY

650 - UNDER 18 CATEGORY AND YOUNGER WEARING FULL FACE MASKS
Players and goalkeepers in the category under 18 years and younger must wear a full face mask which meets approved international standards.
The game clock in the arena is the timing device which is critical for these procedures.
1. During the warm-up:
   - each team shall confine their activities to their own half of the rink, so as to leave clear an area nine metres wide across the centre of the neutral zone,
   - it is recommended that all players wear their complete equipment.

2. Music may be played during the warm-up.

3. In ISBHF championships, the stand-by Referees shall take care of the warm-up procedures.
ANNEX 1 - ADVERTISING REGULATIONS

Advertising and venue identification may be placed on the rink, the boards, protective glass, nets, goals or any other surface in and around the players benches, penalty benches, Goal Judge areas and off-rink officials area, on the players uniforms and/or equipment and the Referees uniforms and/or equipment, provided the specifications are provided to and written permission is given by:

- the International Street- & Ballhockey Federation with regards to ISBHF championships, and
- the National Associations with regards to all games, both national and international, played within their territory.
**ANNEX 2 - GAME COUNTDOWN AND WARM-UP PROCEDURES**

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

<table>
<thead>
<tr>
<th>Time</th>
<th>Action</th>
</tr>
</thead>
<tbody>
<tr>
<td>30 min</td>
<td>Teams provide the <strong>Team Composition Forms</strong> to the Scorekeeper.</td>
</tr>
</tbody>
</table>
| 20 min | Teams appear on the rink for a **15 minute warm-up**.  
        | Clock starts 15 minute countdown. |
| 5 min  | Siren announces the **end of warm-up**. Teams leave the rink. |
| 3 min  | **Referees appear on the rink.** |
| 2 min  | **Teams appear on the rink.** |
| 15 sec | Referees calls the teams to face-off at the **centre** rink face-off spot. |
| 0      | **Game starts.** |

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

Goals and Assists:
Goal for Team A scored by number 98, John DOE; assisted by number 53, Jim DOE; and number 16, Hans MUSTER. Time: 36 minutes, 12 seconds.

Penalties:
At 42 minutes and 17 seconds, penalty for Team A; Number 98; John DOE, two minutes for delaying the game; and Team B number 7; Felix MUSTER, five minutes for slashing.

1. The penalty of the visiting team shall be announced first.
2. In a case where the penalized player cannot go to the penalty bench, or in case of goalkeeper penalty:

Penalty to be served by number 2.

End of Penalties:
End of penalty for Team A (if other penalties are being served that make this team shorthanded), or Team A playing at full strength (if no other penalties are being served that make this team short-handed), or Both teams are playing at full strength (if no penalties remain for either team).

Review by Video Goal Judge:
Play is being reviewed.

Time Out:
Time out for Team A.

Time Remaining in Period/Game:
One minute remaining in the (first/second) period.
Two minutes remaining in the game (at the end of the third period).
**ANNEX 3 - OFFICIAL ANNOUNCEMENTS**

**A3.1 - COMPULSORY ANNOUNCEMENTS**

The following announcements are at the occasion of ISBHF championships compulsory for the information of players, Coaches Referees and spectators:

- Goals and Assists
- Penalties
- End of Penalties
- Play Reviewed by the Video Goal Judge
- Time Out
- Time Remaining in Periods/Game

All announcements at the occasion of ISBHF championships must be made in English. Announcements might be repeated in other languages.

National Associations are allowed to define the compulsory announcements for all games (national and international) within their territory, as well as the definition of the languages in which the announcements have to be made

**A3.2 - PUBLIC INFORMATION**

- Offside
- Flooring

All announcements at the occasion of ISBHF championships must be made in English. Announcements might be repeated in other languages.
ANNEX 4 - DUTIES OF THE OFFICIALS

A4.1 - INCAPACITATED REFEREES - BEFORE THE GAME
If, for any reason, the appointed Referees are prevented from appearing, the team leaders shall agree on a replacement Referees. If they are unable to agree, the Proper Authorities shall appoint the officials.

A4.2 - INCAPACITATED REFEREES - DURING THE GAME
If a Referee leaves the rink or is injured, the other Referees shall stop the play, unless one team has a scoring opportunity. If the Referee is unable to continue to officiate, the other Referee shall have the power to appoint a replacement if he deems it necessary.

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

A4.8 - TWO OFFICIAL SYSTEM
The Referees will have general supervision of the game, full control of game official and players, and their decision shall be final in case of any dispute.

A4.9 - TWO OFFICIAL SYSTEM - REFEREESS DUTIES BEFORE THE GAME
Before starting the game the Referees shall ensure that the appointed officials are in their respective places and satisfy himself that the timing and signalling equipment are in order. They shall order the teams on the rink at the appointed time for the beginning of each period.

A4.10 - TWO OFFICIAL SYSTEM - REFEREESS DUTIES DURING THE GAME
The Referees shall impose and report to the official scorer such penalties as described by the playing rules for infractions thereof.

They shall stop play for any other infractions to the rules.

They shall allow the goals scored.

They shall report to the official scorer the name or number of the goal scorer and any player entitled to assists.

They shall cause to be announced over the public address system the reason for not allowing a goal.

They will measure any equipment at their own discretion or if requested by the Captain of either team (Rule 260).

They shall order the teams on the rink at the appointed time for the beginning of any period.

They will face-off the ball at any stoppage of play.
A4.11 - TWO OFFICIAL SYSTEM - REFEREES DUTIES AFTER THE GAME
The Referees shall remain on the rink at the conclusion of each period until all of the players have left the rink and are proceeding to their dressing rooms.

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

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

A4.20 - OFF-RINK OFFICIALS
National Associations are allowed to define the number and tasks of the off-rink officials for all games (national and international) within their territory.

A4.21 - SCOREKEEPER DUTIES BEFORE THE GAME
The Scorekeeper shall obtain from the Manager or Coach of both teams:
- the list of all eligible players,

This information shall be made known to the opposing team’s Manager or Coach (see Annex 2 - Game Countdown and Warm-up Procedure).

He shall complete the Official Game Sheet with the following information:
- name, position and number of the each player, indicating the Captain and Alternate Captain by placing the letters “C” and “A” in front of their names,
- all data concerning the game, such as location, date, names of the home and visiting team and names of the officials.

A4.22 - SCOREKEEPER DUTIES DURING THE GAME
The Scorekeeper shall record on the Official Game Sheet:
- the goals scored,
- the number of the scorers and players to whom assists have been allowed,
- the players of both teams who are on the rink when a goal is scored,
- all penalties imposed by the officials with the numbers of the penalized players, the infraction, the time at which it has been imposed, and the duration of each penalty,
- each Penalty Shot awarded with the name of the player taking the shot and the result of the shot,
- the time of entry into the game of any substitute goalkeeper.

1. In the A Pool ISBHF championships and Olympic tournament, the Scorekeeper shall determine the players entitled to receive assists.
2. No request for changes in any award of points shall be considered unless they are made by the Captain before the conclusion of actual play in the game or before the Referees has signed the Official Game Sheet.
The Scorekeeper shall be responsible for:
- correct posting of the penalties and goals scored on the scoreboard,
- ensuring that the time served by all penalized players is correct,
- promptly calling to the attention of the Referees any discrepancy between the time recorded on the clock and the official correct time,
- making any adjustments as ordered by the Referees,
- advising the Referees when the same player has received his second Misconduct penalty in the same game.

**A4.23 - SCOREKEEPER DUTIES AFTER THE GAME**
The Scorekeeper shall prepare the Official Game Sheet for signature by the Referees and forward it to the Proper Authorities.

**A4.24 - TIMEKEEPER**
The Timekeeper shall record:
- game countdown before the game (see Annex 2 - Game Countdown and Warm-up Procedures),
- time of starting and finishing of each period and game,
- 5 minutes intermission between each period,
- all actual playing time during the game,
- time of the start and finish of all penalties,
- start and finish of time-outs.

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

1. The Timekeeper shall give a preliminary warning by signal to the officials and both teams two minutes before the start of each period.
2. In the event of any dispute regarding time, the Referees’ decision will be final.

**A4.25 - ANNOUNCER**
The Announcer will announce by means of a public address system:
- awarding of goals and assists,
- penalties,
- end of penalties,
- when one minute remains in the first and second period.
- when two minutes remains at the end of the game.

1. See Annex 3 for the wording of the official announcements.
A4.26 - PENALTY BENCH ATTENDANTS
One Penalty Bench Attendant shall be appointed for each team penalty bench.

The Penalty Bench Attendant shall be responsible for:
- providing a penalized player, upon request, with the correct information as to the unexpired time of the penalty,
- allowing the penalized player to return to the rink at the appropriate time upon the completion of the penalty,
- notifying to the Scorekeeper if a player leaves the penalty box before the end of the penalty.

ANNEX 5 REFEREE PROCEDURE TO SIGNAL AND CALL A PENALTY

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

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

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

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

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

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

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

9. To signal a double delayed penalty to the same team, on the first delayed penalty the Referee will raise his arm to signal a penalty, when the second delayed penalty is to be called, the Referee will point to the offending player, while keeping the original arm up until the stoppage of play.
ANNEX 6 COINCIDENTAL MAJOR PENALTIES

When canceling coincident Major/Match penalties the following procedure will be used in the order listed - “MOTO”:
1. Cancel as Many penalties as possible.
2. Cancel in a way to make the team only One player short.
3. Cancel in a way to avoid Taking an extra player off the floor.
4. Cancel using the order of penalty Occurrence or in the order that they were reported by the Referee.

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

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

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

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

SITUATION 6
A6 - 5+GM + 2 B11 - 5+GM
A7 - 5+GM
Team A will play 1 player short for 7 minutes. A7 will cancel with B11 to place Team A only 1 player short.

SITUATION 7
A6 - 2+2 B11 - 5+GM+2
A7 - 5+GM+ 2 B12 - 5+GM+5+GM
A6 - 5+GM
Team A and B will each resume play 1 player short. A6 will serve the 4 minute time penalty. Team B will need a player from the floor to serve the 5 minute time penalty to B12.
SITUATION 8
A6 - 5+GM+2 B11 - 5+GM+5+GM+2+2
A7 - 5+GM B12 - 5+GM+5+GM
A8 - 5+GM
Team B will start 1 player short. Team B will need a player from the floor to serve the 7 minute time penalty to B11. The Major is to be served first.

SITUATION 9
A6 - 2 B11 - 5+GM+5+GM
A7 - 5+GM+2 B12 - 5+GM
A8 - 5+GM
Team A will start 2 players short. A6 will serve the 2 minute time penalty. Another player from the floor will serve the 2 minute time penalty to A7. Team B will start one player short with a player from the floor serving the 5 minute time penalty to B12.

SITUATION 10
A3 - 5+GM+ 2 B7 - 2
A6 - 5+GM+2+2 B8 - 2
A9 - 5+GM B11 - 5+GM+2
B12 - 5+GM+5+GM+2
Team B will resume play 1 player short. The Minors to B11 and B12 are cancelled to avoid taking another player from the floor. B8 serves the time penalty. B7 penalty is cancelled because of order of occurrence.

SITUATION 11
A3 - 5+GM+2 B7 - 5+GM+2
A4 - 5+GM+2+2 B8 - 5+GM+5+GM
Both teams will resume play 1 player short. Team A will need 1 player from the floor to serve the 4 minute time penalty to A4. Team B will need 1 player from the floor to serve the 5 minute time penalty to B8.

SITUATION 12
A6 receives a 5 minute Major and automatic Game Misconduct for High-sticking. Subsequently is assessed a 5 minute Major for fighting with B12.
ANNEX 7 REFEREES SIGNALS

BOARDING - RULE 520
Striking the clenched fist of one hand into the open palm of the opposite hand in front of the chest.

BUTT-ENDING - RULE 521
A cross motion of the forearms, one moving under the other. Upper hand is open and the lower hand a clenched fist.

PLAYER CHANGE SIGNAL - RULE 412
The Referees allows a five second period to the visiting team to make a player(s) change. After the five seconds, the Referees will raise his arm which indicates that the visiting team may no longer change any player and the home team has five seconds to change players.
**CHARGING - RULE 522**
Rotating clenched fists around one another in front of the chest.

**CHECKING FROM BEHIND - RULE 523**
A forward motion of both arms, with the palms of the hands open and facing away from the body, fully extended from the chest at shoulder level.

**CLIPPING - RULE 524**
Striking leg with either hand below the knee from behind, keeping both skates on the rink.
CROSS-CHECKING - RULE 525
A forward and backward motion of the arms with both fists clenched, extending from the chest for a distance of about a half a meter.

DELAYED CALLING OF PENALTY - RULE 514
Extend the non-whistle arm fully above the head. It is acceptable to point at the player once and then extend the arm above the head.

ELBOWING - RULE 526
Tapping either elbow with the opposite hand.
BALL IN THE NET - RULE 470
A single point directed at the goal in which the ball legally entered.

HAND PASS - RULE 490
Use open palm of hand in a pushing motion.

HIGH STICKING - RULE 530
Holding both fists clenched one immediately above the other at the height of the forehead.
HOLDING - RULE 531
Clasp either wrist with the other hand in front of the chest.

HOLDING THE STICK - RULE 532
Two stage signal involving the holding signal followed by a signal indicating you are holding onto a stick with two hands in a normal manner.

HOOKING - RULE 533
A tugging motion with both arms as if pulling something from in front toward the stomach.
INTERFERENCE - RULE 534
Crossed arms with closed fists stationary in front of the chest.

KNEEING - RULE 536
Tapping either knee with the palm of the hand, while keeping both skates on the rink.

MATCH PENALTY - RULE 507
Patting the flat of the hand on top of the head.
MISCONDUCT PENALTY - RULES 504, 550, 551
Both hands on hips.

UNSPORTSMANLIKE CONDUCT AND DELAY OF GAME
Using both hands to form a “T” in front of the chest.

PENALTY SHOT - RULE 508
Arms crossed above the head. Give the signal upon stoppage of play.
ROUGHING - RULE 528
Fist clenched and arm extended out to the side of the body.

SLASHING - RULE 537
A chopping motion with the edge of one hand across the opposite forearm.

SPEARING - RULE 538
Jabbing motion with both hands thrust out immediately in front of the body and then hands dropped to the side of the body.
TIME OUT - RULE 422
Using both hands to form a “T” in front of the chest.

TOO MANY PLAYERS ON THE RINK - RULE 573
Indicate with six fingers (one hand open) in front of the chest.

TRIPPING - RULE 539
Striking leg with either hand below the knee, keeping both skates on the rink.
WASH OUT
A sweeping sideways motion of both arms across the front of the body at shoulder level with palms down to signal
- “no goal”,
- “no hand pass”,
- “no high sticking the ball”.
- “no flooring” and,
- in certain situations, “no offside”.

DELAYED OFFSIDE - RULE 451
Non-whistle arm fully extended above the head. To nullify a delayed offside the Referee shall drop the arm to the side.

FLOORING THE BALL - RULE 460
The back Referee signals a possible flooring by fully extending either arm over his head. The arm should remain raised until the front Referee, either blows the whistle to indicate an flooring, or until the flooring is washed out. Once the flooring has been completed, the back Referee will first cross his arms in front of the chest and then will point to the appropriate face-off spot and run to it.
OFFSIDE CALL - RULE 450
The official will first blow the whistle and then point toward the blue line.
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