



BANDY PLAYING RULES

**Updated by the American Bandy Association
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**Major rewrite of the English Language Rules was completed by Brenden Burnell in March 2020.
This is the foundation for the change in format from previous FIB Rule Books.**

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Rule 1: The Rink

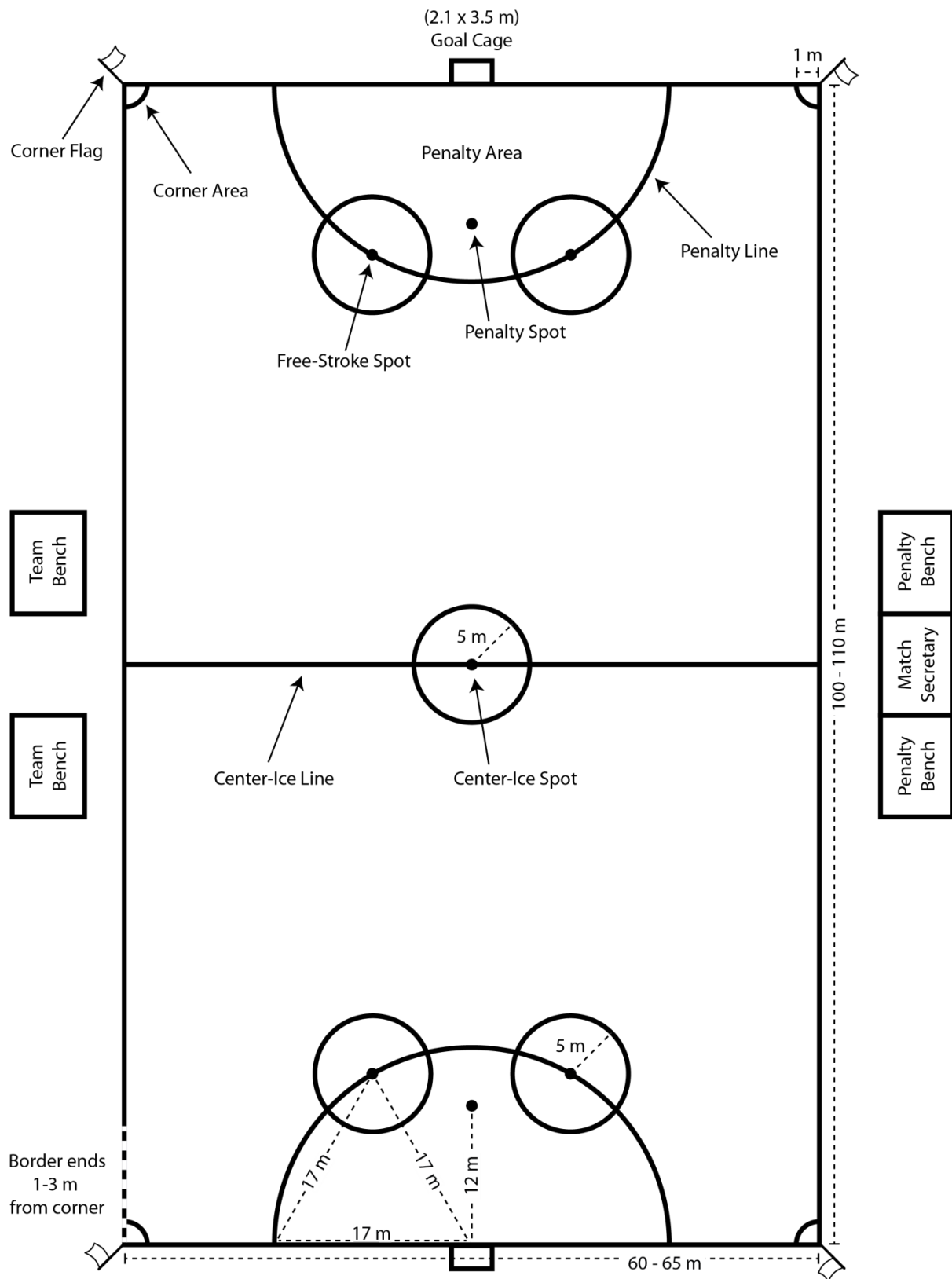


Figure 1.1 – The Rink and its Dimensions

1.1 The Rink and its Dimensions

The field of play ("the rink") shall be rectangular, 100–110 m (110 - 121 yards) in length and 60–65 m (66 - 71 yards) in width, and made of ice. The rink shall be marked with distinct, unbroken lines for the sidelines, end lines, and goal line.

A. Corner Area

In each of the 4 corners of the rink there shall be a flag pole marker. The diameter of the pole shall not exceed 5 cm (2 inches) , and its height shall not be less than 150 cm (5 feet) The pole is to be placed 7.5 cm (3 inches) outside where the end lines and sidelines intersect, and on the top of the pole is a flag in clear, distinctive colors. The pole shall have no sharp edges.

In each of the four corners of the rink is a quarter-circle with a radius of 1 m (3.25 feet)

B. Center Line

A center line is drawn across the rink, parallel to the end lines. To identify the center line, a flag pole is placed 1 m (3.25 feet) outside the sideline in direct extension of the center line at both sides of the rink.

The specifications of these poles are identical to those of the corner flag poles described in [Rule 1.1 A.](#)

The center-ice spot of the rink is marked by a circle with a diameter of 15 cm (6 inches). Around the center-ice spot is a circular line with a radius of 5 m.(16.5 feet)

C. Penalty Area

From the midpoint of the end line, a semicircle with a radius of 17 m (18.6 yards) marks the penalty area in front of each goal. A penalty spot with a diameter of 15 cm (6 inches) is marked 12 m (13.1 yards) from the midpoint of the goal line.

D. Free Stroke Spots

Two free stroke spots, each with a diameter of 15 cm (6 inches), are marked on the penalty line, 17 m (18.6 yards) from the place where the penalty line and the end lines intersect. Around each of these free stroke spots is a circular line with a radius of 5 m (16 feet).

E. Lines

The width of the lines shall be 5–8 cm (3 inches). The lines are part of the area they define. The color of the lines is red, and the lines shall be unbroken unless otherwise specified.

F. Team Benches and Penalty Benches

The two team benches for substitutes and team leaders shall be placed on the same side of the rink near the center line at a suitable distance (approximately 2 m - 6.5 feet) from the sideline.

On the opposite side of the rink there shall be a separate penalty bench for each team, for players serving 5- or 10-minute penalties, so the match secretary or referee can be in control of these players. The match secretary should be situated between the two penalty benches.

1.1.1 Rink Condition

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

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

Ice of inferior quality does not automatically lead to cancellation. Only the referee, once they have arrived at the arena, can approve or disapprove the rink for a match.

1.1.2 Cancellation Due to Rink Condition

The referee shall arrive at the rink early, as described in [Rule 16.1.2](#), to ensure that they can inspect the conditions of the rink before the spectators arrive if possible, especially if they think that the match may be cancelled.

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

1.1.3 Separation of Spectators from the Rink

If spectators are not effectively separated from the rink, an extra line shall be drawn around the whole rink. This line shall be at least 2 m (6.5 feet) from the sidelines, and at least 5 m from the end lines. Spectators should not be inside of these lines.

1.2 The Border

Parallel to the field, along the sidelines, a border will be placed to prevent the ball from sliding off the rink. The border will be made of wood, plastic, aluminum, or other approved material, in sections with a length of approximately 4 m (13 feet), height of 15 cm (6 inches), and width of 2–4 cm (1.5 inches). The border sections will be placed vertically on the ice with the aid of blocks or wedges attached to the out-of-bounds side of the border. The border should not be fixed to the ice surface and should be able to slide if touched. The upper edge of the border shall have approved protection of rubber ribbon or other similar material.

The four pieces of border adjacent to the four corners shall be rounded at the free ends. For the execution of corner strokes, the border shall end 1–3 m (3-10 feet) from each of the corners.

1.2.1 Relocation of the Border

If the border is moved from the sideline during play, the game shall not be stopped. If the border has been moved more than 1 m (3 feet) outside the sideline and the ball crosses the boundary, play shall be stopped and restarted with a free stroke to the opposing team. If the border moves more than 1m (3 feet) inside the rink and a team gains an advantage by the ball contacting the moved border, play shall be restarted with a face-off.

1.2.2 Borders Affected by Weather

If the borders are moved due to strong winds or become frozen to the ice, these borders could be hazardous, and the referee may decide to start or continue the game without borders.

1.3 Substitution Zone

Four sections of the border shall be painted red on both sides. These four sections will be placed at the middle of the sideline in front of the team benches. All entrance and substitution of players shall take place over these red border pieces. Substitution violations are discussed in [Rule 3.2](#).

Players who have been sent off the rink and players who are late for the start of the match shall also enter the rink over the red part of the border. This also applies to a player who is substituted for an injured player.

1.4 Goal Cages

Centered on each end line within distinct marked lines will be a goal cage of wood, aluminum, or steel. The posts and crossbar should be painted red. The goal cage must be an approved model and shall be fitted with small spikes on the underside to prevent the goal from being moved by wind or minor contact.

The goal cage shall measure 2.1 m (6.9 feet) in height, 3.5 m (11.5 feet) in width, and in depth, at least 1 m (3.25 feet) at the cross bar and at least 2 m (6.5 feet) at ground level. The goalposts shall have no sharp edges and shall be beveled by 5 mm (0.25 inch). The goalposts shall be placed on the goal line, touching the line's inner border.

The netting on the sides, back, and top of the cage shall be made of mesh or other approved material. The width of the openings in the net shall not exceed 4 cm (1.5 inches).

A fine net shall hang, 70 cm (30 inches) behind the crossbar, across the whole width of the inside of the goal cage. This net shall touch the side-walls of the goal cage and shall reach down to the surface of the ice. The net should not be stretched, but should hang loosely in the goal cage.

1.4.1 Ball Baskets

There shall be 4 ball baskets—two for each goal cage. The baskets shall hang on the outsides of the goal cages. The front edge of the basket shall be at least 50 cm (20 inches) from the goal post and approximately 1 m (3 feet) above the ice.

Players—including the goalkeepers—are not allowed to move the ball baskets without permission from the referee. For a violation of this rule, a yellow card (team warning) shall be given, or if the team has already received a yellow card (team warning) the offending player shall be penalized 5 minutes for sabotage.

The construction of the ball baskets must not pose any hazard to the players.

1.4.2 Moving the Goal Cage

If a player intentionally moves the goal cage during the game, a free stroke is awarded to the non-offending team, and the offending player is penalized 10 minutes for misconduct. Should the player's action prevent a goal situation, a penalty shot is also to be awarded to the non-offending team.

1.5 Rinks with Electric Lighting

If the referee wants the lights to be turned on during daylight, they shall inform the match organizer and the two team captains. The referee shall do this prior to the match or at halftime.

If the ball hits a lighting fixture above the rink during play, there shall be a free stroke awarded to the non-offending team. This also applies if the ball goes above the lights so the referee is unable to see the ball.

The free stroke shall be taken from the place directly under the place where the ball hit the lighting fixture or went out of sight. The free stroke shall be taken from one of the free stroke spots if this obstruction occurred inside the penalty area.

This rule also applies when the ball strikes a lighting fixture following a stroke-off, free stroke, corner stroke, penalty shot, or goal-throw.

Rule 2: Equipment

2.1 Ball

The ball shall be made of approved material in an easily visible color. When dropped on firm ice from a height of 1.5 m, the ball shall bounce normally; between 15-30 cm. The diameter of the ball shall be 63 mm, ± 2 mm in any direction, and its weight shall be 60-65 g before use.

It is the responsibility of the organizer of the match to ensure that there are a sufficient number of balls (at least 20) and ball baskets at each goal cage.

2.1.1 Ball Stuck in Equipment

If, during play, the ball becomes stuck in the skate or equipment of a player, play shall be stopped, and then restarted with a face-off.

2.1.2 Equipment Color

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

2.2 Sticks

Field players must have a stick to participate in the game as described in [Rule 5.1.1](#).

The stick may have a maximum length of 127 cm, measured along the outer side of the stick's bend. The maximum thickness of the blade is 1.2 cm. The face of the stick's blade is to measure 5.3-7.0 cm in width, including winding. The blade should have a maximum outer radius of 575 mm (57.5 cm) and may not be straight anywhere.

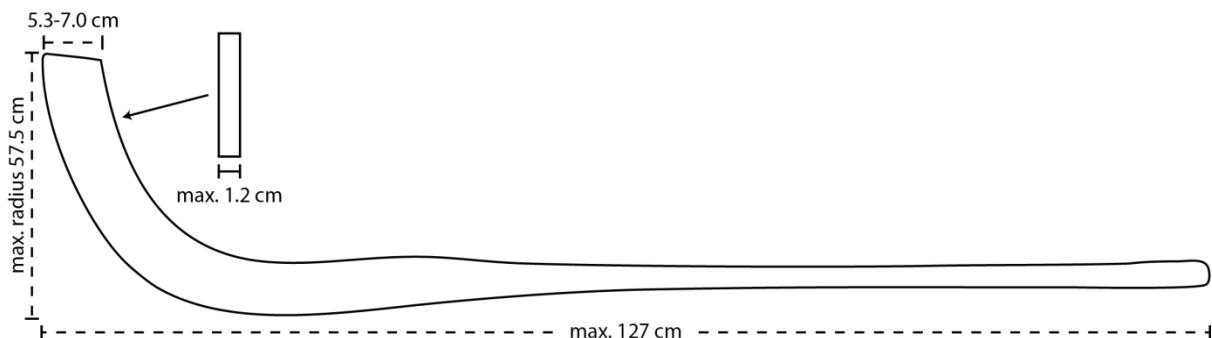


Figure 2.2 – Stick Measurements

2.2.1 Modified Sticks

Hand-straps, metal fittings, screws, and other objects are not allowed on the stick. A curved stick blade is not permitted in traditional bandy, but is allowed in rink bandy.

2.3 Skates

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

2.4 Uniforms

The organizing team (home team) must use its home uniforms. If the two teams have similar uniforms, the visiting team should use substitute uniforms. Each team should have the same dominant color on the uniforms and the socks.

On neutral ground, the team that is listed first in the program is entitled to use its home uniforms. The sequence in the program is decided by the administrative authority.

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

2.5 Protective Equipment

All players and referees must wear approved helmets. All players must also wear an approved mouthguard/teeth guard and neck protection. Goalkeepers and players with one eye must wear approved full-face protection.

Players are not allowed to modify protective equipment. All protective equipment must be approved by the player's national federation.

Players are not allowed to wear unprotected body decoration.

All players of junior age or younger shall use approved full-face protection. Junior age describes players who will be 19 years old or younger at the end of the current season.

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

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

Players born in 1998 or earlier are permitted to wear only a mouthguard/teeth guard.

2.6 Control of Equipment

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

Before the match and during the game, the referee shall ensure that balls, sticks, and other equipment are in compliance with the regulations.

During the coin flip at the start of the match, the team captains shall confirm that all equipment used by their team is in accordance with the regulations, and that the players are wearing the necessary protective equipment in accordance with [Rule 2.4](#). The team captain is responsible for their team in this case.

2.6.1 Players with Incorrect Equipment

The referee can refuse to let a player start a match before it has started if their equipment is incorrect. No penalty would be assessed in this situation.

If a player is found to be using deficient equipment—or missing a piece of mandatory equipment—during the match, they shall be penalized 5 minutes for sabotage.

The game is re-started with a free stroke for the non-offending team if the referee has to stop play to penalize a player.

If a player is penalized 5 minutes for incorrect equipment and re-enters the game without demonstrating to the referee that the equipment has been corrected, they shall be assessed a red card (mild – not reported) match penalty ([Rule 15.5](#)).

2.6.2 Losing Protective Equipment

A player who loses protective equipment during the match is not allowed to continue playing. The player must correct the equipment at once, or shall be assessed a 5-minute penalty for sabotage.

2.6.3 Adjusting Equipment

The referee shall not allow a player to obstruct the game by tying their skates, placing their gloves on the ice, etc. Any corrections to equipment shall be made near the players' bench, to which such players shall be sent. If a player obstructs the game with this behavior, they shall be penalized 5-minutes for sabotage.

2.6.4 USA Bandy League Changes

For those players planning to play in international bandy tournaments - these are the official FIB rules governing the proper use of bandy equipment. For those players skating at the Guidant John Rose Minnesota Oval, or other indoor facilities, the rinks require all players to wear skates and helmets on the ice.

Rule 3: Match Participants

3.1 Number of Participants

A bandy match is played between two teams, each consisting of 11 players, 1 being the goalkeeper, and 1 being the captain of the team. A team is not entitled to start with fewer than 8 players.

In international matches each team is entitled to use 5 additional substitutes, of which 4 can be field players and 1 can be a goalkeeper.

A roster of the team players shall be given to the referee well ahead of the match. This list shall include no less than 8, and no more than 16 players. The list shall clearly indicate the substitute for the goalkeeper, but this is not necessary when less than 16 players are specified on the roster; all substitutes can be used as field players if there are fewer than 16 players specified on the roster.

In the Men's Senior World Championships, World Cup, and European Cup, the total number of players allowed on the roster for each match is 17.

Players can be added to the team roster until the end of ordinary playing time or overtime. Players cannot be added to the team roster after the end of a period that precedes a penalty shot competition.

3.1.1 Insufficient Number of Players

If a team has 8 players or more available at the beginning of a match, the match is to begin, unless there is good reason to postpone the start of the match.

If a team has fewer than 8 players available, the referee cannot start the match, and shall decide whether to cancel the match or postpone the start of the match in the case that the team will be able to assemble at least 8 players within a reasonable amount of time.

Should a team be reduced to fewer than half the number of players as the opposing team has on the ice, either through injuries or expulsions, the referee can stop the match. A player with a time penalty is considered to be an available player in this case.

3.1.2 Players Arriving Late

If, at the start of the match, a team is missing one or more players, the team is entitled to start the match with the available players even if some of them are specified on the team roster as substitutes.

If the administrative authority approves, players arriving late who are not specified on the roster may enter the game after the referee has been notified. Players who arrive after the start of the match will be added to the roster and the match report must be signed again by the responsible leader.

3.2 Substitution of Players

Substitution of players can take place an unlimited number of times and can occur at any time of the game—without needing to inform the referee—unless otherwise specified by the rules (see [Rule 3.2.2](#)).

Player changes must be made in the substitution zone at the red border in front of the team benches as described in [Rule 1.3](#). The player who is to be replaced shall have left the rink before the replacing player may enter the game and must be made in such a way that the team does not gain an advantage. In the case of an illegal substitution, the entering player shall be penalized 10 minutes. This is a full-time penalty.

If a player crosses the sideline or end-line briefly or to show that they are not involved in the play, the player is not considered to be seeking a substitution.

3.2.1 Substitution of Injured Players

An injured player who leaves the rink and has not been replaced can re-enter the game at any time, as long as they do not gain an advantage by doing so. The same applies to a player who has left the rink to adjust equipment.

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

3.2.2 No Substitutions on Corner Strokes

There shall be no substitutions when a corner stroke is called. If a player from either team is injured in connection with a corner stroke, the injured player may be replaced after approval by the referee.

3.2.3 Too Many Players on the Rink

If a team plays with too many players on the rink, the extra player(s) shall personally be penalized for 10 minutes. If the referee is not sure which player is responsible for the team having too many players, the team captain shall decide who serves the penalty. This is a full-time penalty as described in [Rule 15.4 B](#).

If other offenses are committed by a team with too many players, they shall be penalized according to the normal rules.

3.3 Re-entrance of Penalized Players

A player whose penalty has expired can re-enter the rink with permission from the match secretary or referee. During a penalty shot or corner stroke, the penalized player cannot return to the rink until such stroke is considered complete (goal throw or ball cleared out of penalty area or goal), even if their penalty time has expired.

Re-entrance shall always take place at the midpoint of the sideline ([Rule 1.3](#)).

A penalty stroke is not considered complete until the ball is outside the penalty area or a goal is scored.

3.4 Team Captains

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

If the captain is expelled from the game, or if they are so severely injured that they cannot take part in the game any longer, their duties are to be taken over by another player who shall then wear the captain's armband.

A team captain who is serving a time penalty can still function as a captain.

3.5 Team Leaders

One team leader shall be responsible for the team and for correctly submitting details of the team roster. In addition to the players, the roster may include a maximum of 5 team leaders who can stay at the team bench during the game.

Before the match, the team leader shall sign the match report, including the players' roster for the match, and give it to the referee. If a player is not stated, or is incorrectly stated, on the signed match report, and this player participates in the game, it will result in a 10-minute full-time penalty. The team captain may select any player to serve this time penalty.

During the match, team leaders and substitutes shall be situated outside the sideline near the center line. If benches are available, the leaders and substitutes shall use these benches. Team leaders and substitutes can only leave the bench to give information to players in a way that does not disturb the game. Such behavior will lead to a verbal warning, and if repeated, may result in a 10 minute penalty or red card rough reported.

If there is a team doctor, the doctor may be situated next to the team bench. The team doctor should not be noted on the team roster.

Rule 4: Match Time

4.1 Regular Playing Time

A match is played in two halves of 45 minutes each, unless otherwise specified in the rules.

Under extraordinary circumstances, such as heavy snowfall or extreme cold, the referee can choose to divide the match into more than two parts. This shall be reported by the referee in the match report. In such a case, teams will change sides at the halfway point of the game, and not at the end of each period.

The referee's watch is the official watch for the match time as per [Rule 16.1.3](#). Before the end of a half, the referees shall check the time with each other to ensure accuracy.

A. Playing Times by Age Category

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

- Y21 and Y19: 2 halves of 45 minutes
- Boys Y17: 2 halves of 45 minutes
- Girls Y17: 2 halves of 35 minutes
- Y15: 2 halves of 35 minutes
- Y13 and younger: 2 halves of 25 minutes
- Elementary Schools: 2 halves of 25 minutes

- USA: 2 halves of 27:30 minutes each

These playing times are valid unless otherwise specified by the administrative authority.

4.1.1 Additional Time

Time lost due to unnatural breaks is to be added to the match time. Reasons for adding time might be an injury to a player, a timeout called by a team, etc.

When time is to be added, the match secretary and the two team captains are to be notified. If time is added in the last minute of a period, the two captains are to be informed only upon request.

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

4.1.2 Incorrect Playing Time

A. Playing Time is Too Long

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

B. Playing Time is Too Short

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

- If the teams are still on the rink, they will resume the game with a face-off from the place where the ball was situated when the half was called off.
- If the teams have already reached the locker room and the mistake was made in the first half of the game, after the halftime pause, the two teams shall take the same sides as in the first half and play out the time lost due to the mistake. When the first half is called off, the teams change sides and the second half of the match is started without an additional pause.
- If the teams have already reached the locker room and the mistake took place in the second half, the referee shall call the teams to re-enter the rink to play the remaining time. A stroke-off shall be taken by the team that had the stroke-off at the beginning of the half.

4.2 Starting a Match

A. Coin flip

Before the start of the match, the referee shall call in the captains of the teams and conduct a coin flip or similar event. The winner of the coin flip chooses which side of the rink to start on. The loser of the coin flip starts with the ball.

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

The same procedure will take place again if the match time is extended into overtime.

B. Stroke-Off

After the referee has blown their whistle, the game begins with one team playing a stroke-off from the center of the rink. The ball must roll at least 20 cm (8 inches) to be considered in play.

At stroke-off, all players must be on their own half of the rink, and are not allowed to cross the center line until the ball has been played. If one of the attacking players crosses the center line before the stroke-off, or the executor of the stroke-off touches the ball again before it has been played by another player, the other team is given a free stroke where the player crossed the center line or where the ball was played illegally.

The defending players shall not be closer than 5 m (16 feet) to the ball during the stroke-off.

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

4.3 Overtime

If, after regular playing time, a match is tied, overtime can be played to decide a winner. Overtime is only used if this has been decided beforehand by the administrative authority or if overtime is stipulated in the match regulations.

Overtime can be applied in two different ways:

A. Normal Overtime

The match is prolonged by two additional periods of 10 minutes, or as set out in the regulations for the game. Both periods are played to the end. If there is still a tie after the overtime periods, a penalty shot competition may be used to determine the winner as outlined in [Rule 14](#).

B. First Goal Wins (Golden Goal)

The match is prolonged by a maximum of two rounds of 10 minutes or as set out in the regulations for the game, but the match is stopped immediately after an approved goal from one of the teams. A match played under this principle will always have a winner.

If neither of the teams scores in the two extra periods of 10 minutes, the winner shall be decided by a penalty shot competition as outlined in [Rule 14](#).

4.3.1 Overtime Rules by Age Classes

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

If the administrative authorities decide beforehand, matches in these classes can be decided under the principle of First Goal Wins (Golden Goal).

4.4 Pauses

The lengths of the pauses specified in this rule are to be followed whenever possible, but the referee is authorized to deviate from them if they think there are special reasons for doing so.

A. Halftime

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

B. Pause Before Overtime

Between regular time and overtime there shall be a pause of not more than 5 minutes. The players shall remain on the rink.

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

C. Timeouts

Each team can ask for one timeout of 1 minute in each game.

Only the team captain and team leader are entitled to ask for a timeout. The timeout shall be taken at the next stoppage of play, but not on a penalty shot, corner stroke, free stroke near the attacking penalty area, or other situation that would lead to an advantage to the team. Players serving time penalties cannot participate in the timeout. The referee shall add additional time to the match that accounts for the entire interruption of a timeout.

If a timeout is called in the last minutes of the half or overtime period, the time remaining in the period after the timeout can never be greater than the time that was remaining before the timeout was called by the referee.

[no timeouts allowed in USA Bandy League unless agreed in advance before game start]

4.5 Cancellation or Interruption of the Match

If something happens before or during the match that makes it impossible to complete the match in a safe or sportsmanlike manner, the referee can cancel or interrupt the game.

It is very important that the referee do everything possible to allow the match to be played, which means that there must be very serious reasons for canceling or interrupting the game.

The reason for the cancellation or interruption shall be specified in the match report and submitted to the administrative authority. Reasons might include unfavorable weather conditions, bad lightning of the rink, unsafe ice conditions, or other deficiencies concerning the rink (the goal cage, the border, etc.).

4.5.1 Low Temperatures

The referee can cancel a match because of low temperatures.

If the referee has not arrived to the rink, they may contact the administrative authority who will decide what should be done. Common sense should always be used in cases like this.

Very low temperatures that might lead to frostbite are considered unfavorable weather conditions. In theory, temperatures as low as -25°C (-13°F) may be endurable if there is no wind and low humidity. In humid air with a slight wind, temperatures as low as -17°C (1°F) may be endurable.

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

After the warm-up break, play is restarted with face-off at the center ice spot. The referee must remember the change of sides after 45 minutes of play.

4.5.2 Heavy Snowfall

If heavy snowfall makes the rink unplayable, the referee can decide to divide the match into three periods to allow time for snow clearance.

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

4.5.3 Dense Fog

If fog makes it impossible for the referee to see all the players and the ball, the following regulations are to be applied:

- If the match has not started, it shall be postponed until the fog has lifted. If there is no improvement within 45 minutes, the match is to be cancelled.
- If the match has started, and fog makes it impossible to referee the match, the game should be interrupted. This may happen once or several times during the match. If one of the interruptions lasts longer than 30 minutes, the game shall be called off.

4.6 Face-Off Situations

When the game has been temporarily interrupted, it is to be restarted with a face-off at the place where the ball was situated when the game was stopped.

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

Face-offs are conducted in the following situations:

- [Rule 1.2.1](#) – Relocation of the border
- [Rule 2.1.1](#) – Ball stuck in equipment
- [Rule 4.5](#) – Interruptions due to weather
- [Rule 6.2.1](#) – Goalkeeper unable to throw
- [Rule 7.4](#) – Ball hitting a referee
- [Rule 9.2.4](#) – Goal disapproved due to a broken stick
- [Rule 12.1.2](#) – Simultaneous fouls by players on opposing teams
- [Rule 16.1.4](#) – Interruptions by spectators

4.6.1 Conducting a Face-Off

In a face-off, two opposing players stand across from one another, with their bodies and sticks facing their opponent's end line. The sticks are held parallel to each other on the ice and on each side of the ball. The ball must not be touched until the referee has blown his whistle. For a violation on a face-off, a free stroke is awarded to the non-offending team. On a face-off, the ball can be played in any direction.

4.7 Teams Arriving Late to the Rink

Teams that arrive to the ice late shall be penalized with a 5-minute sabotage penalty. The team captain appoints the player who shall serve the penalty.

Rule 5: Legal Participation on the Rink

5.1 Legal Equipment

A player must be using the required equipment outlined in [Rule 2](#) in order to be a legal participant in the game.

5.1.1 Participating with a Stick

Only the goalkeeper can participate in the game without a stick. A player who has lost their stick or has a broken stick cannot participate in the game until they have gotten a new stick. The player is responsible for removing all pieces of their broken stick from the ice.

A player who violates this rule shall be penalized 5 minutes for sabotage. The penalty shall be 10 minutes if the illegal participation takes away a decisive scoring opportunity for the opposing team.

5.2 Legally Entering the Rink

A player who has not been taking part in the game (substitute, penalized player, or a player who arrived too late for the match) shall have at least one skate on the ice inside the border before they can participate in the game legally. Substitutions must be made legally in accordance with [Rule 3.2](#).

5.2.1 Participating From Outside the Rink

A player who has gone outside the rink, but is still a participant, can play the ball even if their skates are outside the rink.

A player or substitute who is off the rink and not a legal participant in the game cannot play the ball or interfere with players on the ice in any way.

5.3 Field Players Touching the Ice

No player, other than the goalkeeper inside the penalty area, is permitted to throw themselves on the ice to stop or play the ball. A field player lying on the ice is considered “out of the game” and is not allowed to play the ball.

A player with both knees on the ice is considered “out of the game” and is not allowed to play the ball. They are also not allowed to play the ball with one knee and one hand on the ice at the same time.

A field player who touches the ice with only one hand or one knee can legally play the ball.

A field player who intentionally throws themselves on the ice in order to stop an opponent shall be penalized 10 minutes for sabotage with advantage. If such a foul takes place in the penalty area, the referee shall also award a penalty shot.

Rule 6: Goalkeepers

6.1 The Goalkeeper's Equipment

The goalkeeper shall wear a uniform clearly different from that of the field players.

Goalkeepers are not allowed to use a stick.

The goalkeeper's gloves must have five separate fingers. The maximum width across the four fingers of the glove is 24 cm. Including the thumb, the maximum width of the glove is 29 cm. The maximum length of the glove is 28 cm.

The goalkeeper's leg protection shall have a maximum length of 80 cm and a maximum width of 30.5 cm.

USA RULE – standard hockey goal tender pads are acceptable

Full face protection, approved by their national federation, is compulsory for goalkeepers. Modification to face protection is prohibited. A test piece measuring 6 x 53 mm (0.25 inches x 2.2 inches) shall not be able to get through the face protection.

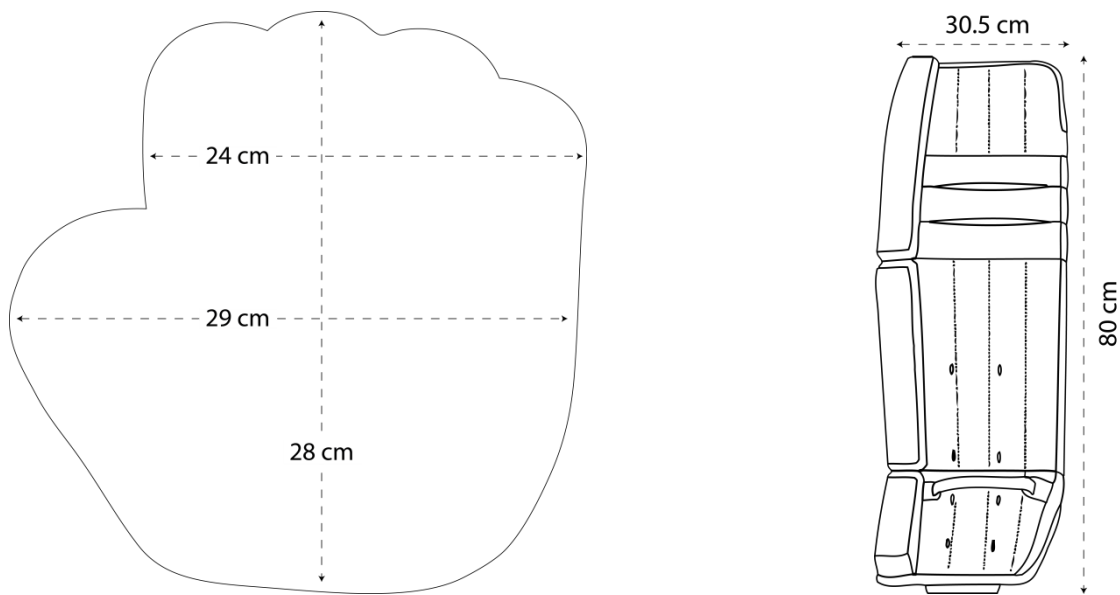


Figure 6.1 – The Goalkeeper's Equipment

6.2 Goal-Throws

If the ball is caught, covered, or held by the goalkeeper, or when the ball has crossed over the end line and the last player who was in contact with the ball was from the attacking team, the ball shall be put in play by a goal-throw from the defending goalkeeper.

A. Putting the Ball in Play with a Goal-Throw

The goalkeeper personally takes the ball from one of the ball baskets. The goalkeeper can move within the penalty area with the ball in their hands, but not for more than 5 seconds before they must put the ball in play. The 5 seconds is to be counted from the moment the goalkeeper gains control of the ball.

The ball is in play again as soon as the goalkeeper enters the rink with the ball in one or both of their hands. An attacking player can enter the penalty area once the goalkeeper has entered the rink with the ball in their hands, but the player may not obstruct the goal-throw.

B. Goalkeeper Violations on a Goal-Throw

The referee shall see that the goalkeeper does not delay the game by holding onto the ball for more than 5 seconds after gaining control of it.

Also, the goalkeeper cannot drop the ball onto the ice and touch it again, nor can they throw the ball in the air and catch it again.

For a violation of these rules, a yellow card (warning) and a free stroke shall be awarded to the non-offending team from the nearest free stroke spot on the penalty line. If the team has already received a yellow card (team warning) the goalkeeper shall be penalized 5 minutes for sabotage.

C. Dropping the Ball

If the goalkeeper throws or drops the ball over the goal line into their own goal cage, the goal is approved. If they throw or drop the ball over the end line, a corner stroke is awarded to the non-offending team.

D. Throwing the Ball into the Opponents Goal Cage

If the ball, after a correct goal-throw, goes directly into the goal cage of the opponent without any other player touching the ball, this will not be an approved goal. Play will be resumed with a goal-throw by the defending goalkeeper. If any player, regardless of team, touches the ball after a correct goal-throw, and the ball goes into the goal cage, the goal shall be approved. If the attacking team is the one to touch the ball, the contact must be a legal play with the stick.

E. Opponent's Position During a Goal-Throw

A goalkeeper inside of their penalty area should not be hindered from retrieving the ball from the ball basket or from performing a goal-throw. The goalkeeper can throw the ball with opponents in the penalty area, but if the opponent gains an advantage by being in the penalty area, they will be given a yellow card (team warning). If the team has already received a yellow card (team warning) the offending player shall be penalized 5 minutes for sabotage. Play would resume with a free stroke to the goalkeeper's team from the spot the foul occurred.

6.2.1 Goalkeeper Unable to Throw

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

6.3 Passing to the Goalkeeper

A ball played in the direction of a player's own goalkeeper must not be played by hand. The goalkeeper may stop the ball with their skates or body. For a violation of this rule, a penalty shot shall be awarded. If the ball is played back to one's own goalkeeper intentionally, a time penalty will also be assessed (Sabotage with Advantage), in addition to the penalty shot. The time penalty will be served by a player other than the goalkeeper.

6.4 Goalkeepers Inside the Penalty Area

Inside the penalty area, the goalkeeper can use any part of their body to play the ball. A goalkeeper shall be judged the same as field players concerning dangerous or illegal play.

Should the goalkeeper, while sliding to make a save, collide with an opponent before the goalkeeper reaches the ball, the referee shall assess a 10-minute penalty for sabotage with advantage and award a penalty shot to the attacking team. The time penalty shall be served by another player on his team, as designated by the captain.

6.5 Goalkeepers Outside the Penalty Area

A goalkeeper who is playing outside the penalty area shall be subject to the same rules as field players in the following ways:

- Outside the penalty area, the goalkeeper can stop or give direction to the ball with their body or skates, but they cannot use an arm, hand, or head to play the ball ([Rule 7.3](#)).
- A goalkeeper can have one knee or one hand on the ice while stopping the ball outside the penalty area. A goalkeeper cannot have both knees, or one hand and one knee, on the ice while stopping the ball outside of the penalty area ([Rule 5.3](#)).

Violations by a goalkeeper outside the penalty area are punished under [Rule 7.3](#) or [Rule 5.3](#) by awarding a free stroke to the opposing team, and also with a 10-minute time penalty if the violation results in an advantage for the defending team.

6.6 Penalty to the Goalkeeper

If the goalkeeper is penalized for 5 or 10 minutes, they may remain on the ice, but the number of field players is reduced by one. The team captain shall decide which field player will serve the time penalty.

If the goalkeeper is penalized with a red card, they must leave the rink and go to the locker room. If the team has less than 16 players on the roster, any of the field players can replace the goalkeeper. If the roster is full, the player specified as a goalkeeper's substitute must replace the goalkeeper.

6.7 Goalkeeper Substitution

If a team has less than 16 players on their roster, the goalkeeper can switch places with a field player, but the referee must be informed of this switch before it takes place. If the team roster is full, only the player listed on the roster as the goalkeeper's substitute can replace them.

This also applies if a goalkeeper is injured during the game and must leave the rink.

Rule 7: Playing the Ball

7.1 Directing the Ball

A player with skates on the ice can direct the ball with their stick, body or skates. They cannot direct the ball using their hand, arm, or head. A player may jump from the ice to play the ball, but only in a way that does not expose other players to danger.

If the ball is directed to a teammate using the skate or body, the teammate receiving the ball must play it with their stick before giving the ball direction with their body or skate.

7.2 Strokes with the Stick

A player can play the ball with their stick as long as the point where the stick hits the ball is not higher than shoulder height. Shoulder height is defined as the height of the player shoulders in upright position with skates on the ice. If the player jumps, they cannot contact the ball with their stick higher than chest level.

If a player attempts to play the ball with a high stick but fails to hit the ball, this should not be considered a foul unless the action creates a risk to other players.

Strokes below shoulder height may also be punished if they create a danger for other players. An example would be a tennis-style stroke with the stick, executed in close proximity or making contact with other players. The referee should be quick to punish any kind of play that results in danger to other players.

7.3 Illegal Plays on the Ball

A field player is not allowed to stop the ball with their hand, arm, head, or high stick. It is also illegal to play the ball with a skate that is off the ice. For a violation of this rule, a free stroke shall be awarded to the non-offending team.

Where a player is incidentally struck in the hand, arm, or head with a shot—for example, if they are covering their face in self-defense or do not have time to react—play shall continue.

If an illegal play on the ball occurs in the penalty area, a penalty stroke shall be awarded under [Rule 13.1](#).

If an illegal play on the ball leads to an advantage for the offending team, the offending player shall be assessed a 10-minute penalty for sabotage with advantage under [Rule 15.4 C](#).

7.4 Ball Hitting a Referee

If the referee is hit with the ball, or interferes with a player, and this event leads to an advantage for one of the teams, play shall be stopped and restarted with a face-off where play was stopped. If this occurs in one of the penalty areas, the face-off shall be taken at the closest free stroke spot on the penalty line.

7.5 Illegal play with advantage

this means illegally playing the ball that hinders a decisive chance to score a goal.

Rule 8: Fouls Against an Opponent

8.1 Violent Play

Any violent play, when a player brutally, violently, or otherwise dangerously attacks an opponent, is strictly forbidden. Players cannot kick, push, or hit an opponent.

Body contact, is allowed when players are playing the ball. Such contact should be “shoulder to shoulder”, and the purpose must not be to body check the opposing player. The contact must not be violent or dangerous.

8.2 Restraining Fouls

Players cannot grab, hold, hook, or hinder an opponent in any other way with the hand, body, or stick.

It is also forbidden for a player to kick, strike, lift, press down on, or hold an opponent's stick, and they may not in any other way prevent an opponent from using their stick.

8.3 Interference

Players cannot hinder or interfere with an opponent who is not playing the ball.

8.4 Slashing & Hitting the Stick

Any strokes against the stick, skates, or body of an opponent are forbidden and shall be punished.

If a player sends the ball out of the rink due to an illegal stroke against their stick, the non-offending team shall be awarded a free stroke or penalty shot.

The referee must not show any hesitation when it comes to punishing forbidden attacks against an opponent, especially concerning slashes to the body.

When a player attempts to hit an opponent with their stick but does not make contact, a free stroke shall be awarded to the non-offending team, and there shall be a 10-minute penalty or a red card assessed to the offending player. If the situation takes place inside the penalty area, a penalty shot shall also be awarded.

8.5 Tripping

If a player trips an opponent by taking out their feet or legs, the non-offending team is awarded a free stroke, and in some cases, a 10-minute time penalty.

8.5.1 Last Defender Trips an Attacker

If the last defender trips an opponent in a situation where the foul hinders a decisive scoring chance, a free stroke is called, and the offending player is given a red card (mild – not reported).

To issue a red card in this situation, the attacker while in control of the ball being tripped must be:

- on the attacking side of the center line, but outside the penalty area
- skating towards the opposing goal
- completely free on a breakaway

8.5.2 Tripping in the Penalty Area

When a player who is in their own penalty area trips an opponent, a penalty shot is awarded to the non-offending team. A red card cannot be assessed to the last defender inside the penalty area unless the tripping is violent or brutal.

8.6 Throwing Equipment

It is forbidden to throw the stick or any other object at an opponent or towards the ball. Punishable by 10 minute penalty.

8.7 Punishment for Fouls Against an Opponent

For a violation of any of the rules in this section, a free stroke shall be awarded to the non-offending team. A penalty shot would be awarded if the offense was committed by the defending team within their penalty area. In certain cases, the offending player may also be assessed a 10-minute penalty or red card (rough – reported), depending on the severity of the offense.

8.7.1 Brutal Play

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

8.8 Shadowing an Opponent

Players are not allowed to intentionally follow an opposing player closely when their own team is in possession of the ball. Such behavior shall be considered shadowing, and the punishment is a yellow card (team warning), or if the team has already received a yellow card (team warning) the offending player shall be penalized 5 minutes for sabotage. A free stroke will also be awarded to the non-offending team.

A player may only follow an opponent when the opposing team has possession of the ball.

It is important to note that shadowing is a technical foul, and is penalized under [Rule 15.2](#), not under [Rule 8.7](#).

Rule 9: Goals

9.1 Approved Goals

An approved goal is scored when the ball is played in a legal manner and the entire ball has crossed the goal line between the two goal posts and under the crossbar.

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

If the ball, directed from a stick, hits a teammate's skate or body and goes into the goal, the goal shall be approved unless the teammate actively directs the ball.

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

9.1.1 Goal Cage out of Position

Should the goal cage move out of its position, the referee is to award a goal if they believe that the ball has crossed the goal line between the post marks and under the height of the crossbar.

9.1.2 Spectator Involvement

If somebody who is not a participant in the game tries to stop the ball from crossing the goal line but fails, the referee can approve the goal if they are convinced that the unauthorized person did not affect the situation that resulted in the goal.

9.2 Disapproved Goals

No goal shall be approved if an attacking player actively directs the ball into the goal cage by using any part of their body or skates.

A shot that deflects off of a teammate's body or skates and then goes into the goal shall be approved, unless the teammate actively directs the ball.

A goal cannot be scored directly on a goal-throw from the goalkeeper of the attacking team as per [Rule 6.2 D](#).

9.2.1 Too Many Players

If a team has too many players on the rink when a goal is scored, the goal shall not be approved. The offense must be discovered before the stroke-off is taken. The same rule applies if a penalized player has re-entered the game too early.

9.2.2 Goal off a Referee

If a ball hits the referee and goes into the goal cage, the goal shall not be approved. If the ball strikes a referee and goes directly into the goal cage, the goal shall not be approved.

If the ball strikes a referee and leads to an advantage for the attacking team, resulting in a goal, the goal should not be approved and a face-off shall take place at the nearest free stroke spot on the penalty line as per [Rule 7.4](#).

9.2.3 Spectator Involved in Goal Situation

If a correctly played ball hits anyone other than a participating player, including a spectator who has come on the rink, and goes into the goal cage, the goal shall not be approved.

If the ball is prevented from crossing the goal line by anyone other than a participating player, a goal cannot be approved. In either case, the game shall be resumed by a face-off where the ball was last in play or from the nearest free stroke spot on the penalty line if this was in the penalty area ([Rule 16.1.4](#)).

9.2.4 Broken Stick on a Goal

If a stick breaks off when the ball is played into the goal, the referee shall decide whether the incident created a risk to those involved or whether the incident in any way affected the situation.

If the referee thinks that the broken stick affected the play, the goal shall not be approved, and play shall be resumed with a face-off from the spot of the shot or the nearest free stroke spot on the penalty line if this occurred in the penalty area.

If the stick breaks during the execution of a penalty shot and the ball goes into the goal cage, the penalty shot shall be executed again.

9.3 Stroke-off After a Goal

After a goal has been scored, the non-scoring team restarts play with a stroke-off from the center of the rink, using the same procedures as the start of the match ([Rule 4.2 B](#)).

If a goal is scored near the end of a period, a stroke-off will occur, even if the time of the period has elapsed. This is a one-shot stroke-off, and the ball must go into the goal cage directly—or by a deflection off the goalkeeper or goal posts—to be an approved goal. This is done to underline that an approved goal has been scored.

When a goal is scored during the added time of either the first or second half in a one-shot scenario off of a free stroke, corner stroke, or penalty shot, there shall be no stroke-off afterwards.

There shall be no stroke-off when a goal is scored under the principle of “First Goal Wins” (Golden Goal).

9.3.1 Disapproved Goal After Stroke-Off

Once play has been restarted by stroke-off after a goal, the goal cannot be disapproved. If the referee, later, is convinced that the goal should not have been approved, they shall report this in the match report to the administrative authority

Rule 10: Corner Strokes

10.1 Awarding a Corner Stroke

If the ball crosses the end line and the last player to contact the ball was from the defending team, a corner stroke shall be awarded to the attacking team.

The ball is still in play if it hits one of the goal posts or the crossbar and stays in the rink. Only when the whole ball has passed the outer edge of the end line, either on the ice or in the air, can it be considered over the line. It is at this moment the referee will whistle and signal the corner stroke.

10.2 Setup for a Corner Stroke

The corner stroke shall be taken from the nearest corner flag to where the ball crossed the end line, and the ball is to be placed inside the quarter-circle near that flag. The referee shall ensure that the ball is placed correctly before giving the signal for the execution of the corner stroke.

10.2.1 Corner Flag Pole

The flag pole should not be moved when a corner stroke is executed. For a violation of this rule, a yellow card (team warning) shall be given, or if the team has already received a yellow card (team warning) the offending player shall be penalized 5 minutes for sabotage.

10.2.2 Position of Players on a Corner Stroke

Until the corner stroke is taken, players of the defending team must have their skates on or behind the goal line or end line within the penalty area. Their sticks can be placed inside the penalty area.

Until the corner stroke is taken, players on the attacking team must have their skates outside the penalty area, and must be 5 m or more away from the end line.

10.3 Execution of a Corner Stroke

A. Responsibilities of the Executor

Once the ball is correctly placed inside the corner quarter-circle, the players are properly positioned, and the referee has whistled for its execution, the corner stroke shall be played within 5 seconds. Also, the player executing the corner stroke cannot play the ball again until it is touched by another player. For a violation of these rules, a free stroke shall be awarded to the defending team from the quarter-circle.

Players are not allowed to fake a corner stroke. For a violation of this rule, a yellow card (team warning) shall be given, or if the team has already received a yellow card (team warning) the offending player shall be penalized 5 minutes for sabotage. If the fake gives an advantage to the attacking team, a new corner stroke shall be executed.

B. Responsibilities of the Players

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

If any of the defending players crosses the end line or goal line as defined in [Rule 10.2.2](#), and through this gains an advantage, there shall be a new corner stroke, and a yellow card (team warning) given to the offending team. If the team has already been given a yellow card (team warning) a 5-minute sabotage penalty is assessed. The referee should allow the attacking team to carry out their attempt before punishing the defending team. Time lost through this violation shall be added to the match time.

The referee can also give a yellow card (team warning) to either team for not getting into position within a reasonable amount of time.

If an attacking player, other than the executor of the corner stroke, is within 5 m of the end line when a corner stroke is executed, a yellow card (team warning) is assessed, or if the team has already received a yellow card (team warning) the offending player shall be penalized 5 minutes for sabotage.

If an attacking player crosses the penalty line before the corner stroke is taken, a free stroke shall be given to the defending team at the spot where the attacking player entered the penalty area.

10.3.1 One-Shot Corner Stroke

If a corner stroke is awarded in the last few seconds of a period, the playing time shall be extended so that the corner stroke can be executed.

This is a one-shot corner stroke, and the ball must go into the goal cage directly—or by a deflection off the goalkeeper or goal posts—from the corner stroke, or by stroke and one direct shot to be an approved goal.

The referee shall inform the players that it is a one-shot situation.

10.4 New Corner Stroke

If a shot in connection with a corner stroke deflects off a defending player, including the goalkeeper, and the ball crosses the end line, play shall be resumed with goal-throw.

Another corner stroke can only be awarded if the ball is deliberately played over the end line by a defending player, or the ball has been played by the defending team AND has been outside the penalty area.

10.5 Re-entrance of Players on a Corner Stroke

Penalized players whose penalty time expires during a corner stroke situation cannot return to the rink until the ball is in play.

When the ball is put into play after a corner stroke, the goalkeeper is not allowed to throw the ball directly to a player who, at this moment, re-enters the rink. This applies to the re-entrance of penalized players, players who, for other reasons, have left the rink and re-enter the game directly after a corner stroke, and substitutes who enter the rink to bring the number of players up to eleven. Violating this rule shall result in a free stroke for the non-offending team.

10.5.1 No Substitutions on a Corner Stroke

When a corner stroke is awarded, no substitutions by either team are allowed, nor can a penalized player re-enter the rink until the ball has been put into play, i.e. the corner stroke is executed.

If a player from either team is injured at the time the corner stroke is called, the injured player may be replaced after approval from the referee.

Rule 11: Offside

11.1 Offside Position

A player is in an offside position when they are on their opponent's side of the rink and are closer to their opponent's end line than both the ball and the second-last opponent at the moment the ball is played ahead by a teammate.

The offside rule can be applied during free strokes, penalty shots, face-offs, and goal-throws.

11.1.1 Receiving a Ball Played Backwards

To be offside, the attacking player must be closer to the end line than the ball when it is played ahead. This means that an attacking player receiving a backwards pass is not offside.

11.1.2 Second-Last Opponent

The reason this rule describes the second-last opponent is that while the last opponent is usually the goalkeeper, this does not have to be the case.

The attacking player must have two opponents between themselves and the end line to be in an onside position. These two players could be the goalkeeper and a field player, or two field players. An attacking player with just one opponent between themselves and the goal line, whether it is a goalkeeper or field player, is in an offside position.

11.1.3 Ball off a Defending Player

A player who received a pass from a teammate while in an offside position is offside even if the ball touches an opponent along the way.

A player in an offside position shall not be called offside if they receive a ball that was intentionally played by a defending player.

11.1.4 Offside off the Goal Frame or Goalkeeper

If the ball hits the goal frame or goalkeeper and then goes to a player in an offside position, this shall be considered a direct pass and the play shall be ruled offside.

11.1.5 Passive Player in Offside Position

A player who is in an offside position but does not participate in the play or disturb their opponents shall not be called offside. The offside position itself is not an offense.

An attacker in an offside position can become passive by crossing the sideline or the end line, but the player cannot re-enter the rink until the offside situation is over. As soon as the ball has been intentionally played by the defending team, the offside situation is over.

A defending player cannot put themselves out of play by crossing the end line or the sideline. This passivity rule applies to the attacking players only.

If a player unintentionally enters the opponent's goal cage, they can stay there as a passive player until the situation is over. If the player in no way influences the game, they shall not be called offside.

A player who intentionally enters the opponent's goal cage is considered a participant in the game and may be called for being in offside position if this disrupts an opponent.

11.1.6 Player in offside position who is calling for the ball.

a player in offside position who is calling for the ball influences the game and can be stopped for being in an offside position.

11.2 Calling Offside

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

The referee signals a delayed offside by extending their arm straight up into the air. If a player receives the ball in an offside position, or if they disrupt the play of an opponent while in an offside position, the referee shall call offside.

An offside situation shall be judged at the moment the ball is played ahead, and not in the moment when it was received. This does not mean that an offside shall be called immediately, as it might be to the referee's advantage to see how the situation develops. If the ball passes the end line or is caught by the goalkeeper, it is better for play to continue with a goal-throw. If the attack is unsuccessful and the defending team gains control of the ball, it is better to allow play to continue.

When offside is called, the referee will stop play with a whistle and signal for a free stroke to the defending team from the place where the player was in the offside position at the moment the ball was played ahead.

A free stroke due to an offside must always be marked by first giving a delayed offside signal and then a free stroke signal by pointing in the direction that the free stroke is to be taken.

Rule 12: Free Strokes

12.1 Reasons for Free Strokes

A. Technical Violations

- Rule 1.5 – the ball hits a lighting fixture or ceiling above the rink
- Rule 2.6.1 and Rule 6.1 – playing with incorrect equipment
- Rule 3.2 – incorrect substitution of players
- Rule 3.2.3 – too many players on the rink
- Rule 4.2 B – violations by the attacking team on a stroke-off
- Rule 4.6.1 – face-off violation
- Rule 6.2 B – violations by a goalkeeper on a goal-throw
- Rule 8.8 – shadowing an opponent when the opponent's team does not have the ball
- Rule 10.3 A – violations by the executor of a corner stroke
- Rule 10.3 B – violations by the attacking team on a corner stroke
- Rule 11 – offside
- Rule 12.3 – violations by the executor of a free stroke
- Rule 13.3 – violations by the executor of a penalty shot
- Rule 13.4 A – violations by the attacking team during a penalty shot

B. Playing Violations

- Rule 5.1.1 – player participates without a stick
- Rule 5.3 – player participates while touching the ice
- Rule 7.3 – illegal plays the ball
- Rule 8 – fouling an opponent

If a violation listed in 12.1 B is committed by a defending player in the penalty area, a penalty shot would be awarded to the attacking team instead of a free stroke (Rule 13.1).

C. Ball Over the Sideline

If the ball crosses the sideline or over the border, there shall be a free stroke awarded to the team that did not touch the ball last.

Only when the whole ball has passed the outer edge of the sideline, either on the ice or in the air, can it be considered over the line. It is at this moment the referee will signal the free stroke.

The ball shall be placed on the rink within 1 m of the point where the ball went out of bounds.

12.1.1 Rule of Advantage

The referee shall not stop the play due to an offense from the defending team if the attack continues and the referee thinks it is possible for the attacking team to score a goal. In this case, the referee shall apply the rule of advantage.

If the referee applies the rule of advantage, they cannot change this decision because the attacking team fails to score on the play that followed the foul.

If, after a foul, the referee decides to let the play continue and the player evidently expects a stoppage from the referee, the player shall be told to continue playing either in words or by gesture. It is the referee, not the player, who decides when the referee blows the whistle.

12.1.2 Multiple Fouls

If two offenses are made consecutively, the referee shall blow for the first offense if they did not make use of the rule of advantage for the first offense. The second offense can only be punished with a yellow card (team warning) or a penalty.

If two players from different teams make offenses simultaneously, there shall be a face-off from the place where play was stopped or from the nearest free stroke spot on the penalty line if this was in the penalty area. When players from both teams are penalized at the same stoppage of play, these are to be full-time penalties and both teams play one player short, even if a goal is scored.

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

12.2 Placement of the Ball for Free Strokes

A free stroke shall be taken from the place the foul occurred.

If the defending team commits a foul in the penalty area, a penalty shot is awarded to the attacking team from the penalty spot. If the attacking team commits a foul in the penalty area, the defending team will play the free stroke from inside their penalty area.

If a technical foul ([Rule 12.1 A](#)) is committed by the defending team in the penalty area, a penalty shot is not awarded, and the attacking team will take the free stroke from one of the free stroke spots on the penalty line. In this case the ball must lie still before it is played.

12.3 Execution of a Free Stroke

A free stroke can be played in any direction, including into the goal cage. The ball must move at least 20 cm to be considered in play. The free stroke must be executed within 5 seconds of the referee's whistle and the executor cannot play the ball again until it is touched by another player.

For a violation of any of these rules, a free stroke will be awarded to the non-offending team.

12.3.3 Quick Execution

The referee must not delay a free stroke by correcting the placement if the ball is misplaced as much as a few meters on the team's defending side of the rink.

The referee shall blow a double-whistle to indicate that the play can start immediately.

12.3.2 One-Shot Free Stroke

If a team is awarded a free stroke on their opponent's half of the ice in the last few seconds of a period, the playing time shall be extended so that the free stroke can be executed.

This is a one-shot free stroke, and the ball must go into the goal cage directly—or by a deflection off the goalkeeper or goal posts—to be an approved goal.

The referee shall inform the executor of the free stroke that it is a one-shot situation.

12.4 Position of Players on a Free Stroke

When a free stroke is called, the defending players have 5 seconds to take a position at least 5 m away from the ball. For a violation of this rule, a yellow card (team warning) shall be given, or if the team has already received a yellow card (team warning) the offending player shall be penalized 5 minutes for sabotage.

12.4.1 Setting the Opponents

If the executor of a free stroke feels the opponents are too close and the referee agrees, play is called off until the opposing players are in correct position.

If the free stroke is executed before the referee whistles to start the play, the executor is penalized 10 minutes for misconduct.

12.4.2 Opponents During Quick Execution

The player executing the free stroke does not have to wait for the opponents to move 5 m away if the referee has already given the signal. If the free stroke is executed before the opponents are in position, the player(s) not in position shall remain passive. If an out-of-position opponent intentionally obstructs the free stroke, they are to be penalized 5 minutes for sabotage, and a new free stroke is executed.

Rule 13: Penalty Shots

13.1 Penalty Shot Situations

A penalty shot can only be awarded if the foul is committed in the penalty area. The ball can be anywhere on the ice and must be in play at the moment of the foul.

Penalty shots are awarded for the following offenses within the defending team's penalty area:

- [Rule 1.4.2](#) – intentionally moving the goal cage, preventing a goal situation
- [Rule 5.3](#) – playing with both knees, one hand and one knee, or while lying on the ice
- [Rule 6.3](#) – intentionally playing the ball back to one's own goalkeeper who plays the ball using hands
- [Rule 7.3](#) – illegal plays on the ball using a high stick, hand, arm, or head to contact the ball including playing the ball with a skate that is not in contact with the ice.
- [Rule 8.1](#) – violent play such as body checking or knocking down an opponent with a blow on the skates or body
- [Rule 8.2](#) – restraining an opponent or hindering an opponent or their stick by hooking or holding with the hand, body, or stick
- [Rule 8.3](#) – interference or hindering an opponent who is not playing the ball

- [Rule 8.4](#) – slashing with the stick against skates, or body of an opponent, or hitting the stick
- [Rule 8.5](#) – tripping by taking out a player's feet or legs
- [Rule 8.6](#) – throwing the stick or any other piece of equipment or object at an opponent or towards of the ball

The referee must not show hesitation when calling a penalty shot, and must apply the rules consistently. A foul punished with a penalty shot in one instance must be punished with the same consequence the next time. When there is more than one referee, it is important that they have the same standard.

13.1.1 Misconduct in the Penalty Area

In the case of a time penalty for misconduct by the defending team in the penalty area, the re-start shall be a free stroke from the nearest free stroke spot on the penalty line and not a penalty stroke.

13.1.2 Throwing Equipment Outside the Penalty Area

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

13.1.3 Defending Player Holding the Goal Frame

If a defending field player holds onto the crossbar or the goal post and stops a goal with their arm, a penalty shot is awarded. This is not considered incidental contact.

13.1.4 Rule of Advantage in Penalty Situations

The referee is advised not to use the advantage rule in penalty situations inside the penalty area. If they do, they must be certain that there is a clear chance to score a goal.

If equipment is thrown at an opponent inside the penalty area, the referee must be certain that the player was not affected by the thrown equipment if they miss the goal after the referee applies the rule of advantage.

13.2 Penalty Shot Setup

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

Only the player executing the penalty shot and the defending goalkeeper can be within the penalty area.

The goalkeeper shall stand on the goal line until the penalty shot is played. No other player may stand on or behind the end line.

The referee must not whistle for the execution of a penalty shot until all players are in the correct position. A violation of this rule shall be called under [Rule 13.4 A](#).

13.3 Execution of a Penalty Shot

The goalkeeper and substitute goalkeeper are not allowed to execute a penalty shot.

A player who is penalized when a penalty shot is called is not allowed to execute a penalty shot even if the penalty time expires before the shot is executed ([Rule 3.3](#)).

The ball must be shot ahead. A fake is not allowed; the backswing and the shot must be a continuous motion. If the executor takes a running start, this must be done inside the penalty area from behind the ball. The player who executes the penalty shot is not allowed to touch the ball again until it is played by another player. This also applies if the ball hits the goal posts or the crossbar and bounces back to the executor of the penalty shot.

For a violation of any of these rules, a free stroke will be awarded to the defending team.

13.3.1 Passing the Ball on a Penalty Shot

To pass the ball to a teammate on a penalty shot, the player receiving the pass must have been outside the penalty area and in an onside position at the moment the ball was played. The ball must travel forwards at least 20 cm.

For a violation of this rule, a free stroke is awarded to the defending team.

13.3.2 One-Shot Penalty Shot

If a team is awarded a penalty shot in the last few seconds of the period, the playing time shall be extended so that the penalty shot can be executed.

This is a one-shot penalty shot, and the ball must go into the goal cage directly—or by a deflection off the goalkeeper or goal posts—to be an approved goal.

The referee shall inform the executor of the penalty shot that it is a one-shot situation.

13.4 Violations on a Penalty Shot

A. Violations by the Attacking Team

- If the shot goes into the goal cage, the penalty shot is taken again. This also applies if the executor's stick breaks and the ball goes into the goal cage as per [Rule 9.2.4](#).
- If the shot does not go into the goal cage and goes over the end line or is covered by the goalkeeper, the penalty shot is considered complete, and play is restarted with a goal-throw.
- If the ball does not go into the goal cage and stays in the field of play, a free stroke for the defending team is called at the point where the foul was committed.
- If the penalty shot is executed before the referee gives the signal, the player is penalized 10 min and the shot is called per above rule 13.4A

B. Violations by the Defending Team

- If the shot goes into the goal, the goal is approved.
- If the shot does not go into the goal, the penalty shot is taken again.
- the goalkeeper shall stand on the goal line until the ball is in play. if the goalkeeper is not in correct position then the foul is called per above rule 13.4B

C. Violations by Both Teams

- If players from both teams violate the rules during the execution of a penalty shot, the penalty shot is taken again.

13.5 Canceling Penalties After a Penalty Shots

If the offense that led to the penalty shot resulted in the player being issued a red card (rough – reported), the team plays with a reduced number of players for the rest of the game, even if a goal is scored by the opponent.

If the offense that led to the penalty shot resulted in a 10-minute time penalty and the penalty shot results in a goal, the penalized player with the least remaining penalty time is to re-enter the rink. The referee should notify the on-ice officials and team officials that the team can send in a player in the above situation.

The penalty shot is considered "complete" when the ball is outside the penalty area, over the end line, or after a goal is scored.

Rule 14: Penalty Shot Competition

14.1 Possibility of a Penalty Shot Competition

If a penalty shot competition is used to determine the winner of a match, the referee and both teams must be aware that this method is used to determine the winner. This should be written in the rules by the administrative authority or be sent to the teams in writing before the match.

14.2 Participants in a Penalty Shot Competition

Only the players and substitutes who were on the team roster at the end of regular playing time—or overtime—are entitled to participate in a shootout competition. Additional players may not be added, even if the team's roster is not full.

Players who were serving time penalties may participate. Players who were expelled from the game due to a red card may not participate. Goalkeepers and their substitutes cannot participate as shooters.

14.3 Execution of a Penalty Shot Competition

If there are 2 or 3 referees in the match, they should assist each other in carrying out the penalty shot competition. If there is only one referee, the coaches should assist the referee.

A. Setup

The penalty shot competition will take place at one end of the rink. The referee decides which goal to use.

The referee will conduct a coin flip with the team captains and the winning team shall take the first shot.

B. Position of Players

During the penalty shot competition, all players, except the two goalkeepers and the executor of the penalty shot, shall remain at the center line.

The goalkeeper not in action shall stay behind the end line and outside the penalty area, at least 17 m from the goalpost.

C. Conducting the Penalty Shot Competition

A penalty shot competition normally includes 5 rounds, but sometimes a 3-round competition is used in compact tournaments. This shall be decided ahead of time by the administrative authority.

In each round, teams will alternate taking shots, using a different player in each round. A player cannot shoot a second time until all other field players on the roster have shot.

Reduce To Equate (both teams would have same number of shooters): For penalty shot competitions - balance out the number of eligible players, team captain to select players who are not participating in the shootout)

D. Determining the Winner

The team with the most goals, after the prescribed number of rounds, is the winner.

If one team has scored more goals than the other team can score with their remaining shots, the penalty shot competition shall be considered complete, even if teams have not taken all of their shots.

If both teams have scored the same number of goals after the prescribed number of rounds, the teams will continue to alternate shots until a team has scored one more goal than the other team after taking an equal number of shots.

14.4 Approved Goals

In a penalty shot competition, a goal is approved only if it is played directly—or by a deflection off the goalkeeper or goalposts—into the goal cage. A second shot is not allowed if the ball hits the goalkeeper or posts and returns to the executor without crossing the goal line.

Rule 15: Warnings and Penalties

15.1 Verbal Warning

The referee can give a verbal warning if they feel it is to the advantage of the game. A verbal warning will not suffice if the offense warrants a yellow card (team warning) or a penalty.

A verbal warning should only be given during a stoppage of play.

15.2 Yellow Cards (Team Warnings)

A yellow card (team warning) is indicated by the referee raising their arm above their head holding the yellow card, and then bending their elbow and curving their arm over their head. The match secretary must also be notified when a yellow card (team warning) is issued.

All yellow cards for the following technical violations are given as team warnings:

- [Rule 1.4.1](#) – goalkeeper moving the ball baskets without permission
- [Rule 6.2 B](#) – goalkeeper violations on a goal-throw: holding the ball for more than 5 seconds, picking the ball up after putting it down or catching it again after throwing it
- [Rule 6.2 E](#) – opponents interfering with a goal-throw
- [Rule 8.8](#) – shadowing an opponent when the opponent's team does not have the ball
- [Rule 10.2.1](#) – executor of a corner stroke moving the corner flag
- [Rule 10.3 A](#) – faking a corner stroke
- [Rule 10.3 B](#) – defenders leaving their position on a corner stroke
- [Rule 10.3 B](#) – attacking player within 5 m of the end line on a corner stroke
- [Rule 10.3 B](#) – any player neglecting to take their positions within a reasonable amount of time on a corner stroke
- [Rule 12.4](#) – defending player refusing the take 5 m within 5 seconds of a free stroke being called

Once a team has been issued a yellow card (team warning) any other technical violations by that team will be penalized with 5-minute penalties for sabotage.

15.3 Sabotage Penalties (5 Minutes)

The referee is to penalize a player 5 minutes for sabotage for the following offenses, regardless of whether that team has been issued a yellow card (team warning) or not:

- [Rule 2.4](#) – playing without mandatory protective equipment
- [Rule 2.6.1](#) – playing with incorrect equipment
- [Rule 4.6](#) – teams that do not arrive to the rink at the time instructed by the referee
- [Rule 5.1.1](#) – playing participating without a stick, with a broken stick, or who do not pick up and remove broken parts of their stick from the ice
- [Rule 12.4.2](#) – obstructing the execution of a free stroke

15.4 Other Penalties (10 Minutes)

A. Misconduct

- [Rule 1.4.2](#) – intentionally moving the goal cage
- [Rule 13.4A](#) – playing a penalty shot prior to the referee signal
- [Rule 16.1.2](#) – protesting a referee's decision
- [Rule 16.1.2](#) – behaving inappropriately towards players, team leaders, officials, or spectators
- [Rule 12.4.1](#) – playing the ball before a new whistle from the referee when a 5 m free stroke distance is requested

If a player, while serving a 10-minute time penalty for misconduct, is guilty of a second misconduct, that player is assessed a red card (rough – reported) match penalty under [Rule 15.6](#).

If a player, while serving any other 5- or 10-minute time penalty, is guilty of misconduct, that player is assessed a red card (mild – not reported) match penalty under [Rule 15.5](#). This would also apply if the misconduct took place during halftime as the penalty is still being served.

B. Full-Time Penalties

During a full-time penalty, the serving player must sit on the penalty bench for the entire 10 minutes and may not re-enter the game, even if a goal is scored by the opposing team. Full-time penalties are assessed for:

- [Rule 3.2](#) – illegal substitution
- [Rule 3.2.3](#) – too many players on the rink
- [Rule 3.5](#) – mistake on the game sheet
- [Rule 12.1.2](#) – players from both teams receive penalties of equal duration at the same time (coincidental)
- [Rule 15.5](#) – red card (mild – not reported) match penalties
- [Rule 15.7](#) – misconduct by a team leader

C. Physical Penalties

- [Rule 5.3](#) – playing with both knees, one hand and one knee, or while lying on the ice

- [Rule 6.3](#) – intentionally playing the ball back to one’s own goalkeeper who plays the ball using hands
- [Rule 7.3](#) – illegal plays on the ball using a high stick, hand, arm, or head to contact the ball
- [Rule 8.1](#) – violent play such as body checking or knocking down an opponent with a blow on the skates or body
- [Rule 8.2](#) – restraining an opponent or hindering an opponent or their stick by hooking or holding with the hand, body, or stick
- [Rule 8.3](#) – interference or hindering an opponent who is not playing the ball
- [Rule 8.4](#) – slashing with the stick against skates, or body of an opponent, or hitting the stick
- [Rule 8.5](#) – tripping by taking out a player’s feet or legs
- [Rule 8.6](#) – throwing the stick or any other piece of equipment or object at an opponent or towards of the ball, including substitutes on the team bench

15.4.2 Simultaneous Offenses

If a player commits several offenses at the same time, they shall be penalized according to the offense warranting the longest penalty.

15.5 Red Card (Mild – Not Report)

A player who commits an offense under this rule shall be expelled for the rest of the match and cannot participate in overtime or a penalty shot competition. The player is not permitted to stay on the team bench, nor are they allowed to stay between the ice and the spectator area. In this case, the offense is not to be reported.

The offending team plays with one less player for 10 minutes. This is a full-time penalty. The team captain appoints a player to serve the time penalty.

Offenses penalized under this rule include:

- A player who commits a third offense under [Rule 15.3](#) or [Rule 15.4](#) which is punished by a 5- or 10-minute penalty
- [Rule 8.5.1](#) – the last defender, on their own side of the rink but outside the penalty area, hinders a scoring chance by tripping an opponent
- [Rule 2.6.1](#) – a player penalized 5-minutes for incorrect equipment re-enters the game without demonstrating to the referee that the equipment has been corrected
- [Rule 15.4 A](#) – a player on the penalty bench or a player serving a time penalty during halftime is guilty of misconduct
- [Rule 15.4 A](#) – a player is guilty of misconduct while serving a 5- or 10-minute time penalty, even if the misconduct occurs during halftime (except when both are misconduct penalties as described in [Rule 15.4 A](#)).
- [Rule 15.10](#) – a penalized player intentionally re-enters the game before the penalty has expired

15.6 Red Card (Rough – Reported) Match Penalties

A player or coach who commits an offense under this rule shall be expelled for the rest of the match and cannot participate in overtime or a penalty shot competition. They are not permitted to stay on the team bench, nor are they allowed to stay between the ice and the spectator area. In this case, the offense must be reported.

The offending team plays with one less player for the rest of the match.

Offenses penalized under this rule include:

- Attacking an opponent in a dangerous way, such as by direct blows or kicks on hands, arms, or body.
- Attacking an opponent in a brutal way, such as illegal play on an opponent at high speed, hard impact, or from the blind side.
- Abusive language, verbal or physical attacks towards the referees, officials, players, coaches, or spectators.
- If a player in connection with a 10-minute time penalty for misconduct is guilty of a second misconduct as described in [Rule 15.4 A](#).

When a match penalty is given (red card rough reported) the referee must report the incident to the proper administrative authority and in accordance with the prescribed instructions.

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

15.6.1 Red Card Offenses Outside Official Match Time

If a player commits an offense which qualifies for a red card (rough – reported) match penalty before the match, they must leave the ice. The team can start the match with 11 players on the ice, but the number of substitutes must be reduced by one.

If the offense occurs when the referee has entered the rink, just before the match starts, or during the halftime break, the team shall play with one less player for the rest of the match.

If the offense occurs after the match, the referee must complete a report and submit it to the administrative authority.

15.6.2 Missing the Next Match

Players and team leaders who receive a red card (rough – reported) in a match are not allowed to participate as a player or team leader in the next match.

15.7 Penalizing Team Leaders

Team leaders can be given a verbal warning, 10-minute penalty, or red card (rough – reported).

If a coach or team leader is penalized 10 minutes for misconduct, they will remain in leadership and continue their coaching work. The captain shall decide which player will serve the penalty. This is a full-time penalty.

The coach or team leader responsible for administrative errors on the signed match report will also be punished with a 10-minute penalty. The captain shall decide which player will serve the penalty. This is a full-time penalty.

If a coach or team leader bench is issued a red card (rough – reported), the captain shall decide which player will serve the 10-minute penalty. This is a full-time penalty. The penalized person, red card rough reported shall be removed from the playing field/bench area and the misbehavior shall be reported.

A penalty under this rule shall not be regarded as a personal penalty for the player selected by the captain to serve the penalty.

15.8 Penalizing Substitutes

Substitutes on the team bench can be given a verbal warning, 10-minute penalty, or red card (rough – reported).

If a player on the substitute bench is penalized 10 minutes for misconduct, they will be sent to the penalty bench, and their team will play with one less player on the ice during the penalty time.

If a player on the team bench is issued a red card (rough – reported), their team will play with one less player on the ice for the rest of the game. The penalized player shall be removed from the team bench area and be sent to the locker room.

15.9 Penalty Call Procedures

When a referee penalizes a player, the following procedures should be used:

- The referee shall address the player at a normal speaking distance and with other players at a distinct distance.
- The referee shall inform the player of their offense and the duration of the penalty, both orally and with the proper signal.
- In games where there is a match secretary, the referee shall inform them, using the proper signal, of the reason and duration of the penalty. When there is no match secretary, the same information shall be given to the team leaders.
- A team warning is signaled by a yellow card, and a match penalty is signaled by a red card. After showing the appropriate card, the referee must also communicate the call to the match secretary or team leaders.
- The referee must never let a penalized player out of sight until they have left the ice at the center line.

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

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

15.9.1 Rule of Advantage on a Delayed Penalty

If the referee applies the rule of advantage for an offense that qualifies for a penalty, they hold one arm straight up in the air and point the other arm to the offending player in a horizontal position. When the goal situation no longer exists, the whistle shall be blown and the offending player penalized.

If an offending player, with a penalty on delay, commits another foul before the whistle is blown, they shall be penalized according to the most serious offense.

15.9.2 Cancelling Penalties After a Goal

If a goal is scored and the opponent has one or more players serving a time penalty, the player with the least remaining penalty time shall re-enter the game.

If a goal is scored and the referee has one or more time penalties on delay, all delayed penalties are cancelled.

If one or more delayed time penalties are cancelled due to a goal being scored by the opposing team and the team has one or more players sitting on the penalty bench, these players shall remain on the penalty bench.

If a goal is scored on a delayed red card situation where the foul is severe, the penalty cannot be cancelled. The offending team must play with a reduced number of players for the rest of the match, and any players on the offending team serving a time penalty shall remain on the penalty bench.

When a penalty shot that requires a time penalty is called and the penalty shot results in a goal, the penalized player with the least remaining penalty time shall re-enter the game as per [Rule 13.5](#).

15.10 Players on the Penalty Bench

A penalized player shall sit on the penalty bench or close to the center line if one is not available. Should they be seriously injured, they may be permitted to leave the penalty bench with permission from the referee.

The match secretary or referee will check the time of the penalty and tell the player when the penalty has expired.

When the penalty has expired, any player may enter the ice, not necessarily the player who served the penalty. Re-entry takes place at the center line ([Rule 3.2](#)).

15.10.1 Penalized Player Re-Entering Too Soon

If a penalized player intentionally re-enters the game before the end of their penalty time, they are to be penalized with a red card (mild – not reported) match penalty and are to be expelled from the game.

If the match secretary is responsible for the error, once the error is discovered, the player is sent back to the penalty bench to serve the remaining penalty time.

If the team with too many players on the rink scores a goal while their penalized player is illegally on the ice, the goal cannot be approved.

15.11 Timekeeping of a Penalty

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

Rule 16: Duties of the Referee and Match Secretary

16.1 Duties of the Referee

16.1.1 Referee's Uniform

The referee shall wear skates, a black helmet, an approved shirt and long black pants. FIB's Technical Committee (TC) can decide on colors for the referee's shirt. The referees must wear similar uniforms that must be a distinctly different color from the players' uniforms.

16.1.2 Referee's Authority

The referee's authority becomes effective when they arrive at the site of the rink and lasts until they leave. The referee shall arrive at the site of the rink one hour (or earlier if the administrative authorities demand so) before the start of the match.

The referee has the right to refuse a player from participating in a game if, prior to match time, they behave improperly towards the referees or other officials ([Rule 15.6.1](#)), or if the player's condition is such that the referee believes that the player should not participate in the match. In this case, the team of the refused player can start the match with 11 players on the ice.

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

At a players' request, the referee should briefly explain the reason for a decision. The referee should avoid discussions and disagreements with players and/or officials on the ice. Similarly, the referee should avoid discussions and disagreements with players and officials off the ice, but may explain the reason for a decision.

A player who protests a referee's decision is to be penalized 10 minutes for misconduct. The same would apply to a player or team leader who behaves inappropriately towards a player, team leader, official, or spectator.

The referee's decisions are, in all cases, based on judgement and are final. Whether or not a protest is received, if it is clear that the referee's decision was made in error and poses a significant risk of injury to players, coaches, referees, or officials, the administrative authority may decide to change the referee's decision.

16.1.3 Timekeeping of the Match

The referee is responsible for controlling the match time. The referee's watch is the official watch for the match time.

At the exact expiration time at the end of a half, the referee shall whistle to end play, whether the ball is in play or not. Exceptions to this are to allow for the execution of a one-shot corner stroke ([Rule 10.3.1](#)), free stroke ([Rule 12.3.2](#)), or penalty shot ([Rule 13.3.2](#)) called in the last seconds of the half.

The referee shall extend the playing time in full- or half-minute increments, equal to the time lost due to injuries, timeouts, delays, and other stoppages.

The referee is also responsible for stopping the game when necessary. If the referee must cancel the rest of the game, this must be reported to the proper administrative authority ([Rule 4.5](#)).

16.1.4 Control of Spectators

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

The spectators are also, to a certain extent, subordinate to the referee, as they can be expelled from the arena for seriously slandering the referee or players, or if they behave in a way that hinders the completion of a match.

If a spectator comes onto the rink, the game should be stopped until the spectator has been removed. Play will be restarted with a face-off where the ball was last in play, or on the nearest free stroke spot if this was in the penalty area.

16.1.5 Match Report

The referee shall report the result of the match to the administrative authority. The head referee shall review and sign the match report after the game.

The referee shall report bad behavior by spectators (named or not), team leaders, trainers, players, or match officials, that takes place on the ice or in its proximity, and any other offense which qualifies to be reported. This includes offenses committed before, during, and after the match.

Based on the match report, the administrative authority will make decisions with respect to the parties committing the offense.

16.1.6 Fourth Referee's Duties

When appointed by the administrative authority, the fourth referee's duties are as follows:

- Assist in the administrative duties before, during, and after the match as the head referee requests.
- Inspect and control the equipment of the players before the match. If the equipment is incorrect, the head referee shall be informed.
- Assist the on-ice referees and be ready to take action if one of the on-ice referees is unable to fulfil their duties.
 - The most merited of the assistant referees (or the fourth referee) shall replace the head referee if they are unable to complete the match. If one of the assistant referees replaces the head referee, the fourth referee shall act as assistant referee.
- Communicate by wireless headset, enabling them to rapidly contact the referees and match secretary.
- Monitor and control the substitutions of the players during the match.
- Inform the head referee if there is misbehavior among the players and/or team leaders in the technical zone.
- Inform the head referee if there are unauthorized people in the technical zone.
- Inform the head referee if they suspect that the wrong player is penalized due to misidentification
- Inform the head referee if there is brutal or violent behavior out of sight of the head referee.
- Be equipped with a special jacket or vest.

Note that the head referee is the one who is responsible for making all decisions regarding the match.

16.2 Duties of the Match Secretary

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

The match secretary should be placed outside the playing field at the center line.

Well ahead of the match time, the match secretary should contact the referee to discuss cooperation during the match. The match secretary is responsible for supervising the time of penalties and penalized players.

The match secretary is an official of the game, who, in every respect, is subordinate to the referee.

16.2.1 Match Secretary's Equipment

The arranging team is responsible for the following items being available for the match secretary:

- table
- chairs
- two or more stopwatches
- report forms and necessary pens and stationery

Rule 17: Guidelines for Protests and Red Cards (Rough – Reported)

17.1 Protests

A protest must be submitted to the head referee or supervisor within 10 minutes of the end of the match. A written report from the team leader must be sent to the administrative authorities within four hours of the end of the match.

17.2 Jury

The jury for the tournament must deal with all issues within 12 hours of the end of a match. This includes the review of protests, red cards (rough – reported), and video content.

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

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

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

17.3 Disciplinary actions

Any red card (rough – reported) is automatically a minimum suspension of one match. The suspension may be longer:

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

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

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

If a player or leader commits a very serious offense, e.g. direct hits to the referee or mistreatment of another participant, the suspension may be stated by a length of time rather than a number of matches. In this situation, the case is to be handed over to the FIB Executive Committee (EC) for a final decision. The player or team leader in this case is suspended indefinitely during the investigation.

In such cases, the player or team leader's national federation shall also be informed so they may decide on a national suspension.

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

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

Glossary of Terms

attacking team: the team in possession of the ball

defending team: the team who is not in possession of the ball

full-time penalty: the player serving the penalty must serve the entire duration of the penalty, even if the opposing team scores during the penalty

non-offending team: the team that is not responsible for the stoppage in play

one-shot: when the playing time of a period has been extended to allow for the completion of a stroke

rink: the field of play, also referred to as the ice

team leader: a coach or managing person responsible for the team

with advantage: hindering a decisive chance to score a goal

Abbreviations

FIB – Federation of International Bandy

TC – Technical Committee

RRC – Rules and Referee Committee

EC – Executive Committee

m – meters

mm – millimeters