



BANDY PLAYING RULES



BANDY

PLAYING RULES

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Rule 1. The rink

1.1 The rink and its dimensions

The field of play shall be rectangular. The length shall not be less than 90 m or more than 110 m. The width shall not be less than 45 m or more than 65 m.

International matches/tournaments are to be played on rinks not less than 100 x 60 m.

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

A. The corner-area

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

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

5 m from the end-line and parallel with this is drawn a line 50 cm long mark from the penalty line in direction of the end line.

Of the offensive team only the player who executes the corner-stroke is allowed to be inside the above line or mark when the corner-stroke is executed.

B. The center-line

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

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

C. The penalty area

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

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

D. The lines

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

1.2 The border

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

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

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

1.3 Mandatory place for the players' entrance to the field

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

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

1.4 The goal cages

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

The cage shall be of inside dimensions as follows:

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

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

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

A. Ball baskets

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

1.5 Rinks with electric lighting

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

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

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

Comments and interpretations

C1.1 The condition of the ice surface

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

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

C1.2 Cancellation

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

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

C1.3 Inspection

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

C1.4 Deficiencies of the rink

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

C1.5 Relocation of the border

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

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

C1.6 Separation of spectators from the rink

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

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

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

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

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

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

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

C1.9 The goal cages

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

C1.10 The ball baskets

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

C1.11 Turning on the light

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

Rule 2. The equipment

2.1 The ball

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

2.2 The stick

The stick shall be of wood or similar approved material. The width shall not in any place exceed, including tape, 7.0 cm. The length, measured along the outer side of the stick, must not exceed 125 cm. Corners and edges of the stick must be rounded and no metal fittings are permitted.

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

2.3 The skates

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

2.4 Protection equipment

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

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

All players at junior age or younger shall use approved full-face protection. Season 2016-2017 it applies players born 1998 or later. Birth of demands for full-face protection be advanced a year for every season.

From season 2018-2019, the provision is that field players going from junior to senior (season 2018-2019 players born 1998) shall continue using face protection as follows: It is obligatory to wear half face protection / visor and teeth guard/mouth guard alternatively full-face protection. Players born 1997 or earlier is allowed to use only mouth guard/teeth guard.

2.5 The uniforms – similar uniforms

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

On neutral ground the team that is mentioned first in the program, is entitled to use its own home uniforms. The sequence in the program is decided of the administrating authority by a coin flip, if not otherwise specified. The color of the uniforms shall be such that it is easy to distinguish between the two teams. The referee is responsible for controlling this.

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

Comments and interpretations

C2.1 Mark of approval

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

C2.2 The referee's control of the equipment

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

C2.3 Players who lose their equipment

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

C2.4 Delay due to deficient equipment

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

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

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

C2.6 Duties of the organizer

It is the responsibility of the organizer of the match that there are a sufficient number of balls (at least 6 balls) and ball baskets at each goal-cage. The ball baskets must not be made in a way that might be harmful to the players.

C2.7 Colors

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

Rule 3. Number of participants

3.1 Number of participants at the beginning of the match

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

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

A roster of the team players shall be given to the referee well ahead of the match. This list shall include not less than eight (8) and not more than 16 players. The list shall clearly indicate

the substitute for the goalkeeper, but this is not necessary when less than 16 players are specified. All substitutes can be used as field players if less than 16 players.

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

The roster of the team can be changed until end of the game.

3.2 Substitutions of players during the game

Substitution of players can take place an unlimited number of times and at any time of the game, unless specified. There shall be no substitutions when a corner stroke is called.

The in-going player shall not enter the field before the out-going player has left the field (crossed the border at the substitution benches). The substitution shall take place at the marked area (see rule 1.3). The referee need not be informed about substitutions.

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

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

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

3.3 Entrance of players who have been sent off the rink

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

A penalized player cannot be replaced during the penalty period.

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

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

3.4 The captain

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

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

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

Comments and interpretations

C3.1 Insufficient number of players at match start.

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

If the administrative authority so decides late arrived players not specified at the roster, may enter the game after notification of the referee.

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

C3.2 Team with fewer than 8 players

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

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

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

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

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

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

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

A team shall have one person responsible for the team (the team leader) and for correct specifications on the team roster. In addition to the players, the roster shall also include a maximum of 5 team leaders who are allowed to stay at the team benches during the game. Before the match the team leader have to sign the players roster (match report) for the match and give it to the referees. If a player not be stated on the signed match report participates in the game it will result in mild match penalty.

C3.6 Team leaders and substitutes

Team leaders and substitutes, in total not more than 10 persons of which 5 are team leaders, shall during the game be situated near the center line outside the sideline. If benches are available, the leaders and the substitutes shall use these benches. Team leaders can only in special cases leave the bench to give information to players. This must not be done in a way that can disturb the game.

Rule 4. Playing time

4.1 Ordinary playing time

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

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

A. Playing time in classes defined by age

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

- players 19 years or younger : 2 halves of 45 minutes
- players 17 years or younger : 2 halves of 40 minutes
- players 15 years or younger : 2 halves of 30 minutes
- players 13 years or younger : 2 halves of 25 minutes

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

4.2 Coin flip and start of the game

A. Coin flip

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

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

The same procedure will take place if the match-time is extended (overtime) (2 x 10 min or 5 min) or with "Golden goal".

B. Stroke-off

The play begins with one team playing a stroke-off from the center of the rink after the referee has blown his whistle. The ball must roll at least 20 cm to be considered in play. At stroke-off all players must be on their own half of the rink and they are not allowed to cross the center line until the ball

has been played. If one of the offence players crosses the center line before the stroke-off, the other team is given a free-stroke where the player crossed the center line.

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

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

4.3 Overtime.

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

Overtime can be applied in two different ways:

A. Normal overtime

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

B. First goal wins (Golden goal)

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

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

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

C. Overtime for classes defined by age

For players aged 19 or younger, and for players 17 years or younger, overtime is played in two rounds of 10 minutes. For players 15 years or younger two rounds of 5 minutes are applied

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

4.4 Pauses

A. Ordinary pause

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

B. Pause between ordinary time and overtime

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

C. Pause between the two rounds of overtime

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

D. The authority of the referee

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

E. Timeout

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

4.5 Cancellation or interruption of the game

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

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

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

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

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

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

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

Comments and interpretations

C4.1 Addition of time

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

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

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

C4.2 Wrong playing time

A. Too long playing time.

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

B. Too short playing time.

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

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

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

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

C4.3 Control of the time

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

C4.4 Extreme low temperature

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

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

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

C4.5 Cancellation due to low temperature

The referee can cancel a match because of low temperatures.

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

Common sense should always be used in cases like this.

C4.6 Heavy snowfall

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

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

C4.7 Dense fog

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

A. Dense fog before the match

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

B. Dense fog occurring during the match

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

C4.8 Timeout

Only the team captain and the coach are entitled to ask for a timeout. The timeout shall be taken at the next stop in the game. Timeout can also be taken directly when a goal is scored, but not when there is called for a penalty shot, a corner stroke or a free-stroke at decisive position (at the 17 – mark or close to). Additional time shall normally be one and a half minute.

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

C4.9 Teams arrive too late at the ice

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

Rule 5. The player's rights

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

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

Comments and interpretations

C5.1 Players without stick

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

C5.2 Players who incidentally touch the ice

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

C5.3 Players in kneeling position

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

C5.4 Players who throw themselves on the ice

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

C5.5 Goalkeeper who throws himself on the ice

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

C5.6 Goalkeeper playing outside his penalty area

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

C5.7 Broken stick

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

C5.8 Players who incidentally are outside the rink

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

A player, who incidentally in a game situation has passed the end-line, can re-enter the rink on the place where he went out of it.

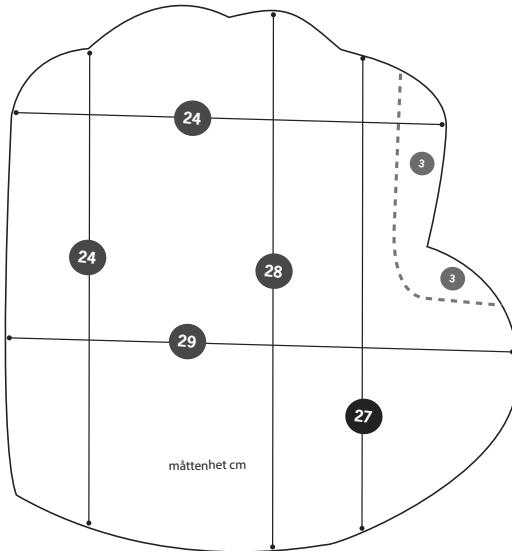
C5.9 Entrance of a substitute

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

Rule 6. The goalkeeper

6.1 The goalkeeper's equipment

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



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

6.2 Intentional play to own goalkeeper

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

6.3 What the goalkeeper can do inside his penalty area

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

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

6.4 What the goalkeeper can do outside his penalty area

Outside his penalty area the goalkeeper can stop the ball or give direction to it with his body or his skates. He cannot with his arm or hand stop, hold, strike or give direction to the ball outside the penalty area.

6.5 Punishment for the goalkeeper's violation of the rules

A. Goalkeeper's obstruction of the game

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

B. Actions of the goalkeeper inside the penalty area

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

C. Actions of the goalkeeper outside the penalty area

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

6.6 Penalty on the goalkeeper

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

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

6.7 Replacement of an injured goalkeeper

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

6.8 Goalkeeper who is unable to throw out the ball

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

6.9 Goalkeeper who switches place with a field player

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

6.10 The goalkeeper should not be hindered by field players

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

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

Rule 7. Playing the ball

7.1 Strokes with the stick

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

7.2 Giving direction to the ball

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

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

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

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

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

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

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

Comments and interpretations

C7.1 High stick

Any kind of strokes or any stopping of the ball above shoulder height is forbidden and shall be punished. With shoulder height is meant the height the player has in upright position and with the skates on the ice.

C7.2 Strokes in close contact with other players

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

C7.3 Erroneous stopping with an advantage

This means hindering a decisive chance to score a goal.

Rule 8. Play against the opponent

8.1 Striking, kicking or holding an opponent

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

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

8.2 Hinder the opponent to use his stick

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

8.3 Violent play

Any violent, dangerous or unfair play is strictly forbidden.

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

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

8.5 Acceptable body contact with an opponent.

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

8.6 Punishment for breaking the rules

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

8.7 Tripping an opponent in scoring position outside the penalty area

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

Comments and interpretations

C8.1 Unacceptable contact with an opponent

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

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

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

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

C8.3 Strokes on the stick

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

C8.4 Shadowing an opponent

It is not allowed intentionally to shadow or hinder a player outside the reach of the ball. Such behaviour shall be considered as obstruction, and the referee shall give warning to the obstructing player, and he shall blow for a free-stroke. If obstruction is repeated, by the same player or by a team-mate, the referee shall blow for a free-stroke and send the obstructing player off the rink (5 min).

C8.5 Tripping an opponent outside the penalty area

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

The attacker being tripped must:

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

C8.6 Tripping an opponent inside the penalty area

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

Rule 9. Approval of goal

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

9.1 An approved goal

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

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

9.2 Unapproved goals

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

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

9.3 The goal cage out of position

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

9.4 Stroke-off after a goal

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

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

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

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

Comments and interpretations

C9.1 The ball hitting the referee

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

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

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

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

C9.3 The ball hitting a spectator

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

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

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

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

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

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

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

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

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

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

C9.8 Disapproval of a goal

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

Rule 10. Putting the ball in play

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

When the ball has been played over the end-line, and the last player who was in contact with the ball was from the attacking team, the ball shall be put in play by a goal-throw from the defending goal-keeper.

A goal-throw or a free-stroke inside the penalty area can be played inside the penalty area. All the opponents shall be outside the penalty area, when the throw is made.

10.2 The ball over the side-line

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

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

10.3 Corner-stroke

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

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

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

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

The players on the attacking team shall be outside the penalty area, and no one but the executor of the corner stroke, is allowed to be closer than 5 m to the end-line.

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

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

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

Goal can be made directly on a corner-stroke.

When a corner stroke is called no substitutions are allowed. Nor can a penalized player enter the rink, until the ball has been put into play, i.e. the corner stroke is executed.

Comments and interpretations

C10.1 The whole ball over the line

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

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

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

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

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

C10.4 Regulations for the goal-throw

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

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

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

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

B. Putting the ball in play at goal-throw

The ball is in play again as soon as the goal-keeper enters the rink with the ball in one or both of his hands. Attacking player can entry penalty area after goal-keeper has "drop" ball of in hands.

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

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

D. Goal after a goal-throw

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

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

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

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

C10.5 Regulations concerning the corner stroke

A. Crossing the lines of definitions

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

B. Execution of the corner-stroke

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

C. The corner flag

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

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

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

Rule 11. Offside

11.1 Definition of an offside

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

11.2 Stopping the game because of offside

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

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

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

Comments and interpretations

C11.1 The offside rule is valid in all situations

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

C11.2 The ball touches an opponent

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

C11.3 The ball is played by an opponent

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

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

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

C11.5 A passive player in offside position

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

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

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

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

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

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

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

C11.7 A player who is behind the ball

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

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

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

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

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

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

C11.10 Signs for offside

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

Rule 12. Free-stroke

12.1 Free-stroke is awarded

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

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

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

12.2. Free-stroke is also awarded for:

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

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

Comments and interpretations

C12.1 Incorrect equipment

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

C12.2 Two offences made by players from both teams

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

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

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

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

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

C12.4 The rule of advantage.

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

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

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

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

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

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

A technical fault, for instance if the goalkeeper after having caught the ball put down the ball on ice and picks it up again, there will be a free-stroke or penalty stroke for the opposing team. If attacking player is closest to the goalkeeper penalty stroke is called. When the defensive player closest to the goalkeeper a free stroke is called.

Rule 13. Execution of a free-stroke

13.1 Placement of the ball

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

13.2 The opposing team's position

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

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

13.3 The free-stroke

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

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

13.4 Execution of the free-stroke at over-time

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

Comments and interpretations

C13.1 Speedy execution

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

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

C13.2 Rights of the free-stroke player

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

C13.3 Opponents' obligations

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

C13.4 Player demands 5 meter distance

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

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

C13.5 Playing the free-stroke

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

Rule 14. Penalty Shot

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

14.1 Violent play

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

14.2 Illegal play

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

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

B. Impeding opponent's stick

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

C. Throwing the stick or other object

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

D. Kneeling or throwing oneself on the ice

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

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

(Except the goal-keeper).

F. Holding or hooking an opponent

Comments and interpretations

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

If a defending player is committing a technical fault, like for instance if the goalkeeper after having caught the ball put down the ball on ice and picks it up again, inside the penalty area, a free stroke or a penalty shot is called. If attacking player is closest to the goalkeeper penalty stroke is called. When the defensive player closest to the goalkeeper a free stroke is called.

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

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

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

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

C14.4 Moving the goal-cage

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

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

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

C14.6 Blows on skates or body

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

C14.7 Penalty shot and penalty time

The fouling player might be given 10 min penalty or red card, according to rule 17. C14.8 The advantage rule If the referee applies the advantage rule in penalty situations, he must be certain that there is a clear chance of goal. Regarding throwing the stick, the referee must be certain that the player was not affected by the thrown stick if he misses the goal.

C14.9 Decisive and consistent refereeing

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

Rule 15. Execution of the penalty shot

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

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

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

15.2 Players' position

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

15.3 Placement of the ball

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

15.4 The penalty shot

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

Goals can be scored direct from a penalty shot.

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

15.5 Fouls by attacking team's players

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

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

15.6 Fouls by defending team's players

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

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

15.7 Fouls by both teams simultaneously

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

Comments and interpretations

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

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

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

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

The referee shall inform the executor that it is overtime.

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

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

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

C15.4 Goalkeeper's position

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

C15.5 The referee's signal

The referee must not signal for the execution of a penalty shot until all players are in correct position.

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

C15.6 Player penalty and the penalty shot

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

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

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

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

Rule 16. Penalty Shot Competition

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

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

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

16.2 Players entitled to participate in penalty shot competition

Only players and substitutes who were on the field at the game's finish are entitled to participate. Other players may not be added, even if a team has fewer players than according to regulations.

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

16.3 Start of competition

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

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

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

16.4 Awarded goal

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

16.5 Equal score after 5 (or 3) penalty shots

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

16.6 The other players

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

16.7 Execution of the penalty shot competition

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

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

16.8 General remarks

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

Rule 17. Warning and Penalty

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

17.1 Verbal warning

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

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

17.2 Warning (yellow card)

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

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

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

17.3 5 minutes penalty

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

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

- Playing with incorrect equipment . A player is starting a match who have been denied to participate due to incorrect equipment.
- Refusing to stand 5 meters away from the ball in a free-stroke or in a corner stroke situation if the player's team has already had a team warning. If a player in connection with execution of a free-stroke takes a sabotage-like position.
- Obstructing an opponent who does not have the ball and a player from the same team has already been warned.
- Earlier warning to the team for same type of offence.
- Playing without a stick or with a broken stick.
- Players who do not pick up and remove from the ice broken parts of his stick
- Teams which do not arrive at the ice at time instructed by the referee

17.4 10 minutes penalty

- Illegal play against an opponent in a game situation such as slashing his stick, running into, holding, knee or leg tackling or hitting the skates.
- Protesting a referee's decision.
- Deliberately throwing the stick or any other object at the ball or another player. This also applies for a player at the team bench, and in such case the team at the field shall be reduced by one player for 10 min.
- Behaving incorrectly towards players, coaches, officials or spectators.
- Playing the ball before a new signal when a 5 meter free-stroke distance is demanded.
- Playing or stopping the ball intentionally with high stick, hand, arm or head, or in another irregular way, with decisive advantage to the team.
- If a team makes an irregular substitution, or if the team plays with too many players at the field, the player(s) who are committing the fault(s) shall be given a 10 min penalty which is to be served full time and without any abbreviation, even if the opposite team scores a goal.

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

- A player who commits an offence (17.4) which is punished by a 5 or 10 minutes penalty is to be excluded from the game if he has two previous timed penalties.

In the above situation, the exclusion is not to be reported, but the team is reduced for the rest of the game

- A player who hinders a scoring chance by tripping an opponent outside the penalty area is given a red card. (See rule 8.7)
- A player penalized five minutes for incorrect equipment re-enters the game, without demonstrate to the referee that the equipment is properly.
- A player not be stated on the signed match report participates in the game.
- If a player on the penalty bench or a player during time penalty in half time made a misconduct. Unless the penalty is rough reported

- If a player in connection with the time penalty of 5 or 10 minutes is guilty of an additional foul that will be penalized by 10 minutes.
- If a penalized player intentionally enters the field before the penalty deadline, or leaving penalty bench without the referee's permission.

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

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

- Attacking an opponent in a ruthless way, such as by direct blows or kicks on hands, arms or body.
- Abusive language and attacks towards the referee, officials, players, coaches or spectators.

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

17.7 Penalizing coaches and/or substitutes on the substitute bench

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

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

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

If the coach is penalized for misconduct 10 minutes he will remain in leadership and continue his coaching work. The captain decide which player should sit at the penalty bench. The penalty is full time penalty and the player may sit on the penalty bench for 10 minutes and not reenter if scored by the opposite team.

Penalty according to this rule shall not be regarded as personal penalty for the person who was appointed by the captain.

If the coach is penalized for the rest of the match, red card rough reported(**red card**), one of the players, but not goal-keeper, shall serve the penalty for 10 minutes and the number of players at the field is reduced by one. This time penalty is called full time penalty and the player may sit on the penalty bench for 10 minutes and not reenter if scored by the opposite team.

Penalty according to this rule shall not be regarded as personal penalty for the person who was appointed by the captain.

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

17.8 Penalty for simultaneous offences

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

17.9 Fulltime penalty

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

- If players from both teams get time penalty at the same situation.
- If a player makes an irregular substitution.
- If a team plays with too many players at the field.

- The player who marks and sitting on the penalty bench for a time penalty for misconduct by a leader.
- The player who marks and sitting on the penalty bench for a time penalty for red card rough reported by a leader.

Comments and interpretations

C17.1 Admission of penalized player at goal

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

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

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

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

C17.2 Penalty for too many players on the field

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

C17.3 The advantage rule. Delayed penalty

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

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

C17.4 Penalized player (5 or 10 minutes)

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

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

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

C17.5 Time-keeping of the penalty

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

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

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

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

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

C17.7 Offences committed by penalized player

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

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

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

C17.9 Offences committed outside official match time

If a player commits an offence which qualifies for a match penalty before the match, he is shown off the field. The team can complete the match with a full team, but the number of substitutes must be reduced by one.

C17.10 Referee conduct

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

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

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

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

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

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

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

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

Rule 18. The Referee and the Match Secretary

18.1 The referee's authority

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

18.2 The referee's uniform

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

18.3 Time of match

The referee is responsible for controlling the match time.

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

18.4 The right to refuse a player to participate

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

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

18.5 The refereeing

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

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

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

18.6 Instruction from the side line

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

18.7 Match report

The referee shall report the result of the match to the administrative authorities.

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

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

18.8 Match secretary

In international and division 1 matches a match secretary must be present. In other matches a match secretary may be used, either because the administrative authority so decides or because the arranging team so desires.

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

Comments and interpretations

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

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

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

C18.2 The referee's relationship to the spectators

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

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

C18.3 Brutal play

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

C18.4 Addition of match time

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

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

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

C18.6 Duties of the match secretary

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

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

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

