

Complementary to the Rules of the Game of Rink-Hockey, the Technical Rules comprise a set of standard procedures that are binding for all sports bodies and agents – *International organisations, National Federations and affiliated Clubs* – attached to the organic and functional structure of FIRS – Fédération Internationale de Roller Sports.

The Technical Rules of Rink-Hockey consist of the following topics:

Chapter I - Premises of the Game – Rink Markings and Instruments

Chapter II - Official Table and Team Reserve Benches

Chapter III - Refereeing

Chapter IV - Equipment, protections and instruments used by players

Chapter V - Placement of teams – Breaking a tie

These Technical Rules were approved on October 8<sup>th</sup>, 2008, at the CIRH's General Assembly that took place in Yuri-Honjo / Japan **and up dated in June 2009**.

**CHAPTER I**

**Premises of the Game – Rink markings and instruments of play**

**ARTICLE 1**

**(Premises – definition)**

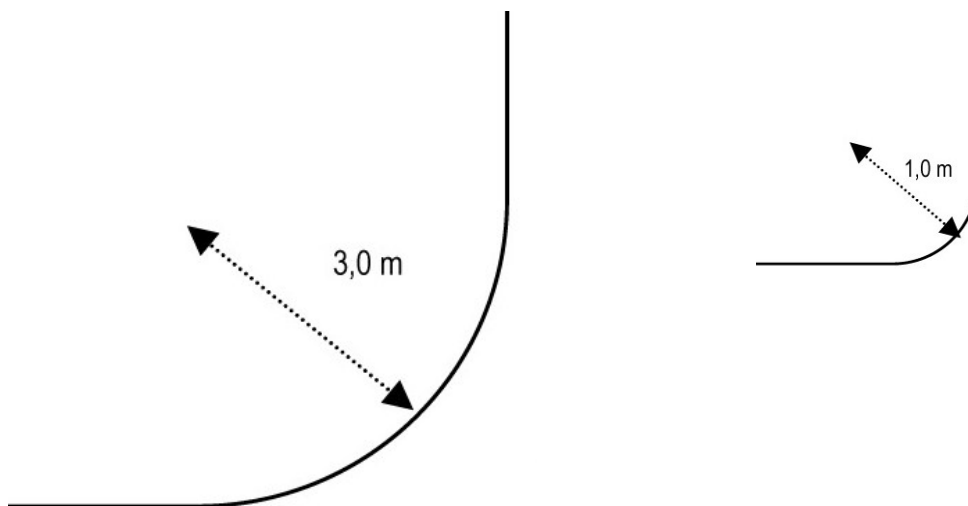
The premises of the game comprise the rink, dressing rooms, and all accesses to them.

**ARTICLE 2**

**(The rink)**

1. The rink has a flat and smooth surface made of an approved material, non-slippery and allowing good skate adhesion, such as *wood, cement or other*.
2. The rink has a rectangular shape, and must always respect a 2:1 size ratio. Size of the rink may range between:
  - 2.1 Minimum 34 (*thirty four*) meters by 17 (*seventeen*) meters;
  - 2.2 Maximum 44 (*forty-four*) meters by 22 (*twenty-two*) meters.
3. The rink is surrounded on all sides by a closed barrier, 1 (*one*) meter high, and has four semicircular corners, with a radius between maximum 3 (*three*) and minimum 1 (*um*) meter.

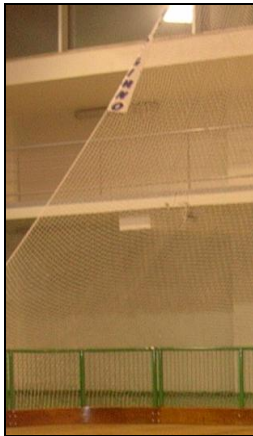
**Rink corners**



4. For the barrier, different solutions are possible:
  - 4.1 Opaque white coloured vertical panels integrally fabricated in hard plastic.
  - 4.2 Vertical posts, solidly anchored in the ground, with:
    - 4.2.1 Wooden boards, 20 (*twenty*) centimetres high and 2 (*two*) centimetres thick, *forming the base of the barrier*, painted in a neutral colour different from the colour of the ball.
    - 4.2.2 A structure of wood, wire netting, transparent plastic, with or without a rail, that rests on the boards.



- 4.3 Behind the end barrier protection nets must be hung, 4 (*four*) meters high, measured from the floor.



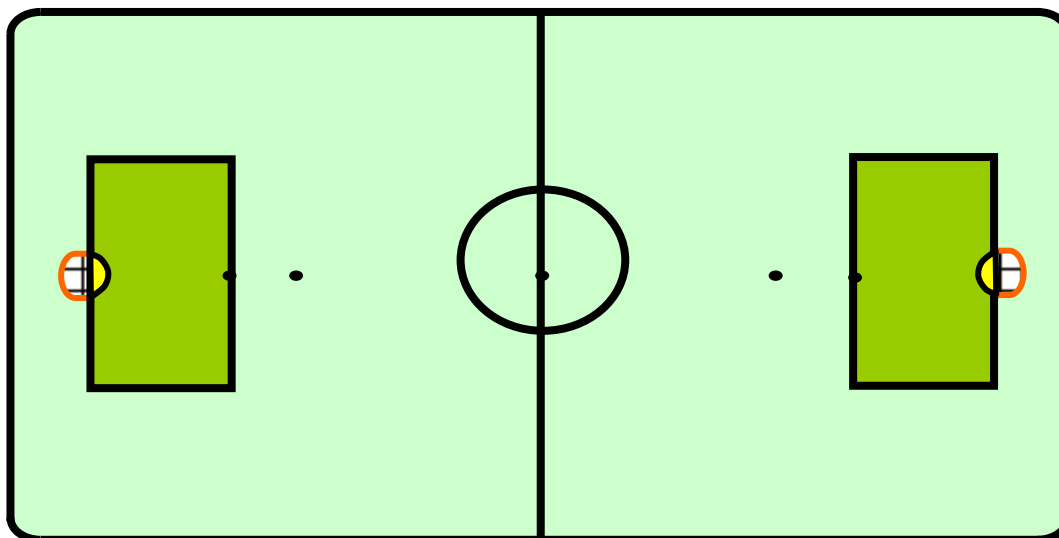
- 4.4 Along the barrier, there are two entrances to the rink – *that do not open towards the inside* – situated near the reserve bench of each team and at the side of the Official Table.



5. In international events of national selection teams of FIRS member countries – *from 2010 onwards* - rinks must have a standard size of 40 (*forty*) meters by 20 (*twenty*), and semicircular corners with a 3 (*three*) meters radius.
- 5.1 In club events – *both nationally and internationally* - rinks must respect the provisions in paragraph 2 above.
- 5.2 National Federations may approve rinks the size of which has a 10% (*ten percent*) margin of error with regard to the size specified in paragraph 2 above.

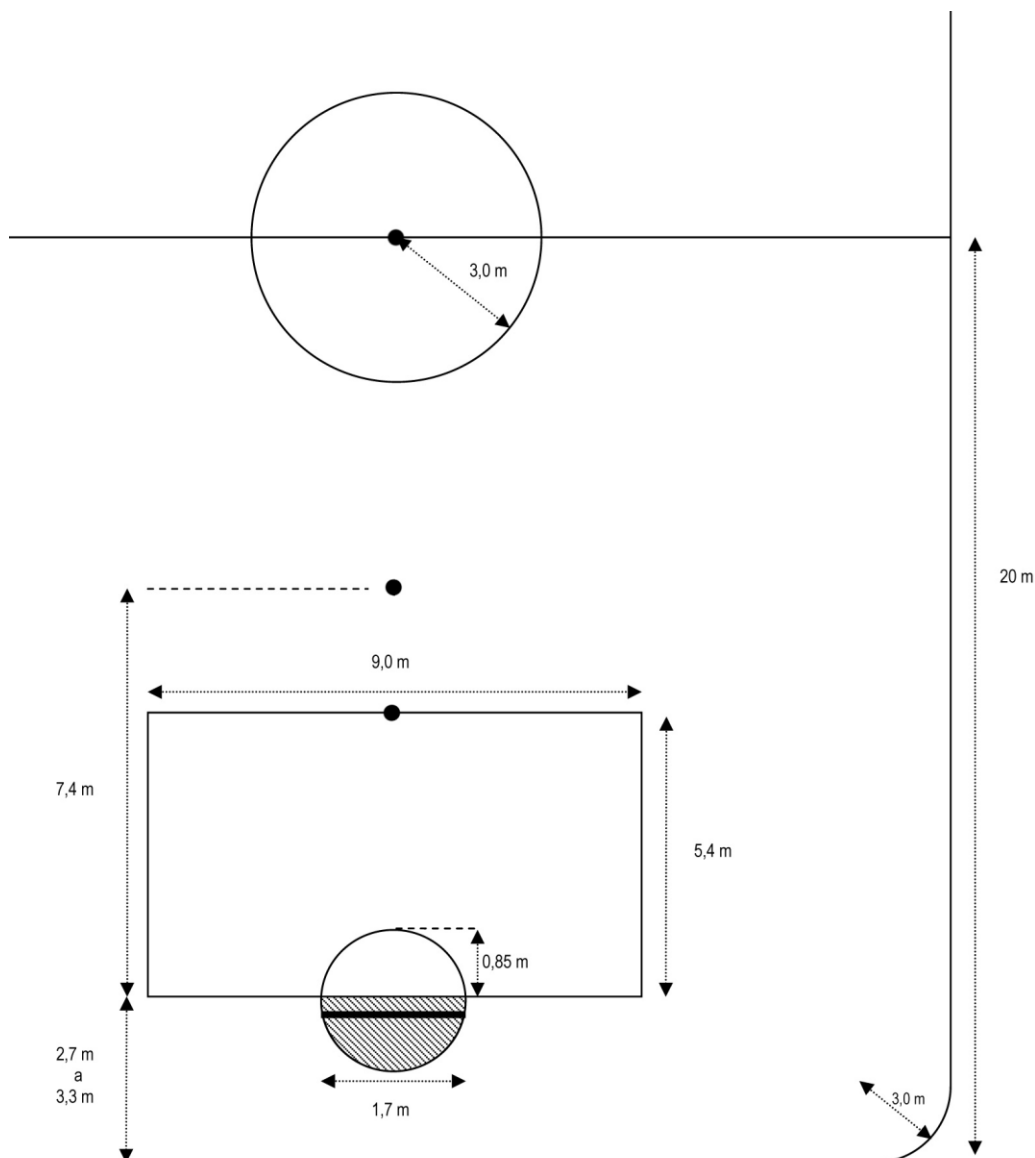
**ARTICLE 3**  
**(Markings on the rink)**

1. The rink is marked according to the diagram hereunder and as specified in this article.



2. All markings are 8 (*eight*) centimetres in width, of a colour different and contrasting with the colour of the ball and of the rink itself, in order to ensure they are perfectly visible.
- 2.1 In international events of national selection teams of FIRS member countries, the rink may not have other markings but the specific rink-hockey markings.
- 2.2 In all other events, the rink may have other markings, provided they do not hinder the good visibility of the specific rink-hockey markings.
3. **PENALTY AREA:** The penalty area is a rectangle marked on each half of the rink by *four lines – which are full part of it – marked as follows:*
- a) *two lines parallel to the end boards, 9 (nine) meters long*
  - b) *two lines parallel to the side boards, 5,40 (five point forty) meters long.*
- 3.1 **GOAL-LINE:** The line between the two posts of the goal cage; it is 1,70 (one point seventy) metres long, and marked at a minimum distance of 2,70 (*two point seventy*) meters and a maximum of 3,30 (*three point thirty*) meters from the end boards of the rink.
- 3.2 **GOALKEEPER'S PROTECTION AREA:** It has the form of a half-circle drawn from post to post – *the centre of which is the middle of the goal-line of each goal-cage.*
- 3.3 **PENALTY SPOT:** *Circular spot – diameter 10 (ten) centimetres – marked on the front line of each penalty area, at a distance of 5,40 (five point forty) meters perpendicularly on the centre of the goal-line.*
4. **DIRECT FREE HIT MARK:** *Circular spot – diameter 10 (ten) centimetres – marked on each half of the rink, at a distance of 7,40 (seven point forty) meters perpendicularly on the centre of the goal-line.*
5. **HALFWAY LINE:** The line across the rink, parallel to the end barrier, which divides the rink in two halves and, for each team, in two “playing zones”:
- 5.1 The “**DEFENSIVE ZONE**”, where the players must be when a centre pass is taken, either at the start or restart of the game (after the interval), or after a goal having been scored.
  - 5.2 The “**ATTACKING ZONE**” corresponds to the “defensive zone” of the opposite team.
6. **CENTRE CIRCLE:** Marked on the centre of the rink, it has a 3 (*three*) meters radius. When a centre pass is taken, the members of the other team may not be inside the circle.
7. **MARK TO START AND RESTART THE GAME:** *Circular spot - diameter 10 (ten) centimetres – marked on the centre of the centre circle of the rink, on the halfway line that divides the rink.*

**Standard markings on each half of the rink**



**ARTICLE 4**  
**(The goal cage)**

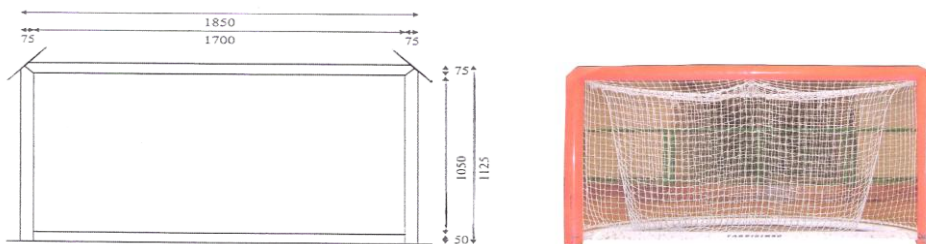
1. The rink-hockey goal cage consists of a frame of hollow galvanised standard iron tube, made of three distinct parts welded together:
  - 1.1 The front frame, painted in fluorescent orange, is composed of:
    - 1.1.1 Two vertical tubes – *the goal-posts* – joined at the top by a horizontal tube – *the cross-bar*.
    - 1.1.2 The goal-posts and cross-bar have an external diameter of 75 (*seventy-five*) millimetres.
    - 1.1.3 The top corners of the cage should be cut at 45° (*forty-five degrees*), seen from the front.

**Top corners of the cage**



- 1.1.4** The distance from the floor to the inner edge of the cross-bar is 1.050 (*one thousand and fifty*) millimetres and the distance between the inner edges of the goal-posts is 1.700 (*seventeen hundred*) millimetres.

**Goal cage – front view**



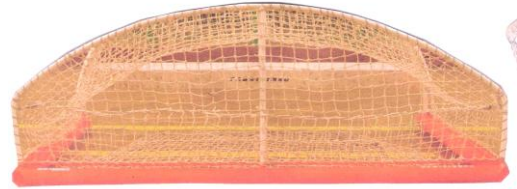
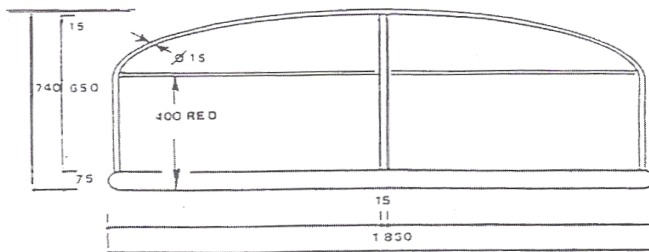
- 1.2** The lower rear structure, painted in white, is composed of a semicircular arch connected by a horizontal bar:
- 1.2.1** The tube forming the semicircular arch – *which is welded to the front frame* – has a 50 (*fifty*) millimetre diameter, and a 640 (six hundred forty) millimetre radius on the centre of the goal-line.
- 1.2.2** The horizontal bar has size of 120 (*hundred-twenty*) millimetres, is welded to the semicircular arch parallel to the goal-line – *at a distance of 250 (two hundred and fifty) millimetres* – and with an inclination of 20° (*twenty degrees*) from the floor.

**Goal cage – base, view from above**



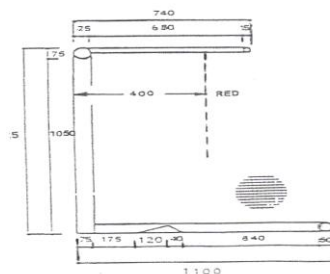
- 1.3** The upper rear structure, painted in white, is composed of a rectangle with a semi-arch:
- 1.3.1** The rectangle and semi-arch are made of standard iron with a 15 (*fifteen*) millimetre diameter, welded to the front frame.
- 1.3.2** The four sides of the rectangle are formed by:
- Two horizontal bars, with a 400 (*four hundred*) millimetres length, welded to the superior part of each of the goal-posts;
  - The cross-bar of the front frame and a longitudinal bar with a 1700 (*seventeen hundred*) centimetres length, which is welded to the two horizontal bars
- 1.3.3** The semi-arch is welded to the rear corners of the rectangle. A transversal bar of 650 (*six hundred fifty*) millimetres joins the semi-arch with the cross-bar of the front frame.

**Goal cage – top rear structure, view from above**



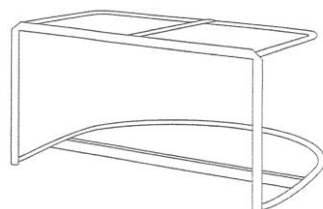
2. The rear structure of the cage is completely covered with a white net, mesh size 25 x 25 (*twenty-five by twenty-five*) millimetres.
  - 2.1 The net should be made of rope, cotton or nylon. Metal netting is not allowed.
  - 2.2 The net must be fixed to the front frame and close the top, back and sides on the rear of the cage as well as the whole perimeter of the arch on the ground, to prevent that the ball enters the cage from outside in or leaves the cage through the back.
3. A second white netting – *also mesh size 25 x 25 (twenty-five by twenty-five) millimetres* – is suspended on the inside of the cage to reduce the possibility of the ball bouncing back out of the cage.
  - 3.1 This net, made of cotton or nylon – *lighter than the outer netting* –, is fixed at the upper rear frame of the cage and is pending freely to the ground, parallel to the goal-line at distance of 400 (*four hundred*) millimetres from it.
  - 3.2 This net is 110 (*hundred and ten*) centimetres high and 180 (*hundred eighty*) centimetres wide.

**Goal cage – lateral view**



4. The goal cages are placed one in front of the other, on the goal-line of each half of the rink, the centre of the cage exactly on the middle of the goal-line.

**Goal cage**



**ARTICLE 5**  
**(The ball)**

1. In all official rink-hockey competitions the ball used will be officially approved by the CIRH - Comité International de Rink Hockey –, and have the following characteristics:
  - 1.1 The official ball is made of pressed cork, weighs 155 (*hundred and fifty-five*) grams, is perfectly spherical and has a 23 (*twenty-three*) centimetres circumference.

**The ball of the game**



- 1.2 The official ball of the game is of one colour - *preferably black or orange, but may vary* - contrasting with the colour of the rink, markings and boards.
- 1.3 When a game is transmitted on television, the organiser of the event may impose the colour of the ball to be used in this specific game.
2. In case of disagreement between the captains of both team on the choice of the ball to be used – *or if no kind of official ball is provided* – the referees will decide which ball to be used. He will choose the one that seems to him to be the most perfect sphere and have the least elasticity.
  - 2.1 If among the supply of balls provided none is of the official type, the referees will choose the one that seems to him to be the most perfect sphere and have the least elasticity.
  - 2.2 The referees' decision as to the choice of the ball is irrevocable.

**ARTICLE 6**  
**(Advertisement on the rink and on the inner side of the fence)**

1. In international events of national selection teams of FIRS member countries, any kind of advertisement is allowable on the floor of the rink.
  - 1.1 In international clubs' competitions, the organiser may allow one of his sponsors to place advertisements on the rink, inside the centre circle, provided the material used does not affect skates' adherence and motion.
  - 1.2 In addition to paragraph 1.1 above, national Federations may approve advertisement on other playing areas – *except inside the penalty areas* – and as long as they do not interfere visually with the markings of the rink.
2. It is allowed to place advertising boards on the inside of the fence, as long as a minimum distance of 30 (*thirty*) centimetres from the floor is kept free.
  - 2.1 Paintings, advertising panels or posters on the inside of the fence may never constitute a danger or a hindrance to the players' action on the rink.
  - 2.2 It is not allowed to place any kind of advertising on the boards of the rink.

**CHAPTER II**

**The Official Table and the Teams' Reserve Benches**

**ARTICLE 7**

**(Official Table and Reserve Benches)**

1. *On the outside of the rink, the nearest possible and in a central place to allow the best view possible on the game* – a place will be reserved for the Official Table. It will be totally isolated from the public and provided with the necessary facilities.
2. In international events of national selection teams and clubs of FIRS member countries, the Official Table will consist of:
  - 2.1 1 *(one)* member of the responsible International Committee (CIRH/CERH)
  - 2.2 1 *(one)* member of the International Referees' Commission (CIA/CEA)
  - 2.3 1 *(one)* assistant referee, designated by the International Referees' Commission concerned (CIA/CEA), from among the referees designated to officiate the game
  - 2.4 1 *(one)* timekeeper, designated by the Organiser of the event
  - 2.5 1 *(one)* technical delegate, designated by the International Referees' Commission (CIA/CEA)



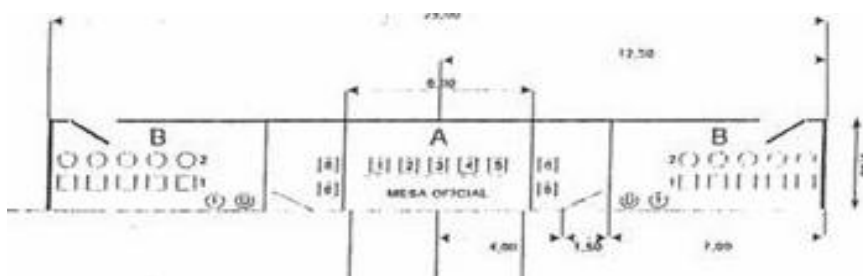
3. The national Federations will determine the composition of the Official Table in the games organised by them, taking in account that in the major club events the following persons must always be part of the Table:
  - 3.1 An assistant referee to supervise the Official Table and fill out the Game Sheet.
  - 3.2 A Timekeeper, who may be designated from among the affiliated referees of the country or region where the game takes place, or else, timekeeping is placed under the supervision of a delegate of the home team (*or considered as such*).
4. On both sides of the Official Table – *for the use of the team members of both team registered on the Game Sheet* – two enclosures, totally isolated and protected from the public, must be provided with:
  - 4.1 1 (one) bench for the substitute players and remaining team members, with a capacity to seat 12 (*twelve*) persons, namely:
    - 4.1.1 5 (*five*) substitute players, including at least 1 (*one*) goalkeeper.



- 4.1.2 2 (*two*) team delegates
- 4.1.3 1 (*um*) coach
- 4.1.4 1 (*um*) assistant coach (or physical preparator)
- 4.1.5 1 (*um*) doctor
- 4.1.6 1 (*um*) masseur (or nurse or physiotherapist)
- 4.1.7 1 (*um*) mechanic (or steward)
- 4.2 2 (two) chairs – *always to be placed between the bench and the Official Table* – to be used for the seating of players serving temporary suspension time.

5. Everyone on the reserve bench must have, when seated, a good view on the game.
  - 5.1 Whenever possible, the reserve bench must have two separate levels:
    - 5.1.1 A higher level, more backwards, for the seating of the 5 (*five*) substitute players.
    - 5.1.2 A lower level, near the fence, for the seating of the remaining 7 (*seven*) team members.
  - 5.2 3 (*three*) members of each team – *one of them the coach* – are allowed to remain standing, near the fence outside the rink in front of their reserve bench.
6. The teams will always use the reserve bench in front of their own defensive zone. Therefore, they will switch benches at the half-time interval.

**Official Table and Reserve Benches**



<b>ZONE A      OFFICIAL TABLE</b>	
A.1 – <a href="#">CIRH/CERH Member</a>	A.2 – <a href="#">CIA/CEA Member</a> A.3 – <a href="#">Assistant Referee</a>
A.4 – <a href="#">Timekeeper</a>	A.5 – <a href="#">Technical Delegate</a>
<b>ZONE B      AREA FOR TEAMS</b>	
Penalty bench (Lateral area to the Official Table)	2 chairs for the players who serve a suspension penalty
Front bench (Bench nearest to the barrier)	7 (seven) seats for the technical team, delegates and assistants
Back bench (behind the front bench and on a higher level)	5 (five) seats for substitute players

**ARTICLE 8**

**(Official Table – Duties of the Assistant Referee)**

1. The supervision of the Official Table is the responsibility of an Assistant Referee, who will fulfil his duties, properly dressed, namely:
  - 1.1 Register all game incidents and take all necessary notes for the effective control of the game, such as:
    - 1.1.1 Fouls signalled by the referees of the game. When team fouls must be penalised with direct free hits, the Assistant Referee will inform the referees of the game *by means of a sound signal*.
    - 1.1.2 Disciplinary measures taken by the referees of the game.
    - 1.1.3 Time-outs granted to each team in each period of the game.
    - 1.1.4 Score of the game: number of goals scored by each team in each of the periods of the game.
  - 1.2 Updating the information to be communicated to the public, namely:
    - 1.2.1 Score of the game and playing time left, in case the electronic scoreboard and clock are not working.
    - 1.2.2 Accumulated number of penalties awarded to each team.
    - 1.2.3 Time-outs requested by each team in each of the periods of the game.
    - 1.2.4 Team penalised with “power-play” as a result of a blue card awarded to the coach.
  - 1.3 Inform the referees about disciplinary events inside the bench
  - 1.4 Help the referees to draft the Game Sheet.
2. The Assistant Referee must also supervise and help the timekeeper, as well as ensure – *in his absence and whenever necessary* – the timekeeper’s duties.

**ARTICLE 9**

**(Official Table – Timekeeping and duties of the Timekeeper)**

1. In official events recognised by FIRS it is recommended to use an *illuminated* electronic game clock *with remote control from the Official Table*, for the countdown of time in each period of the game.
  - 1.1 At each interruption of the game the clock is stopped, to provide the public and team members with exact and clear information on the time of the game.
  - 1.2 Also manual chronometers may be used for timekeeping. However, this option forces the Official Table to provide the public with a clear information system indicating the number of minutes left to the end of the game's periods.
2. The Timekeeper is in charge of:
  - 2.1 Keeping the time of each period of the game, bearing in mind that:
    - 2.1.1 Time starts to count at the referee's whistle to start the game.
    - 2.1.2 Upon expiration of playing time, he must make a signal to inform the referees that they must whistle the end of the game.
    - 2.1.3 The game starts and ends, in all situations, on the referee's whistle. The sound signal of the timekeepers is merely indicative.
  - 2.2 Controlling the duration of the interval, giving a sound signal when there is 1 (*one*) minute left.
  - 2.3 Controlling the duration of the time-outs granted in each period of the game, and providing the public with the information of which of the team was granted a time-out.
  - 2.4 Controlling the time of disciplinary penalties – *both of players (suspensions) and their teams ("power-play")* – bearing in mind that:
    - 2.4.1 A player who serves a temporary suspension must take place on one of the seats placed next to the Official Table, near to his reserve bench. He may not re-enter the rink before serving his full suspension time.
    - 2.4.2 When, at the end of a period of the game, a player has not fully served his suspension, he will continue suspended at the restart of the game, until serving the remaining time.
    - 2.4.3 When a player's temporary suspension time expires, he will be immediately warned and allowed to return to his team's reserve bench.
    - 2.4.4 When a team's time of power-play expires, the delegate concerned will immediately be informed.

**CHAPTER III**  
**Refereeing**

**ARTICLE 10**  
**(Refereeing of Rink-Hockey games)**

1. Referees are absolute judges on the rink; their decisions concerning the game are not subject to appeal. Their decisions must be made with good sense, impartiality and in scrupulous respect of the Rules of the Game and Technical Rules in force.
  - 1.1 In situations omitted by these rules, the Referees will decide according to their conscience. They will try to solve all cases, by the means they deem necessary, and evaluate and judge protests that may occur.
  - 1.2 The Referees must check if all requirements are met for a game to take place, such as the conditions of the rink and others, including the players' equipment.
2. The Referees must enter the rink, properly dressed, with the necessary time in advance to ensure that the games start at scheduled time. They will move on the rink in a way to follow play closely.
  - 2.1 The Referees may exercise disciplinary action on players and other members of the teams **before the start of the match, during the match, during the interval and even after the match**, and must act with the necessary strictness to ensure correct and non-violent play.
  - 2.2 Referees are allowed to request police intervention when serious problems occur in the public or when a player or other team members – *on the bench or in the area of the Official Table* – refuse to obey the referees' instructions.
3. With the aim of improving the refereeing skills of International Referees, the CIA – Commission Internationale des Arbitres – will:
  - 3.1 Produce a "Refereeing Manual" for Rink-Hockey Referees, to systematise methods and administrative procedures and to improve the knowledge and harmonise the interpretation of the Rules of the Game.
  - 3.2 Make up and implement a yearly evaluation and ranking system of International Referees, to ensure promotion of the best.
  - 3.3 The recruitment, training and selection of Technical Delegates, whose duty it is to observe and evaluate the actions and performance of International Referees, namely during the main European and world events.

**ARTICLE 11**  
**(Technical Delegates – Selection, designation and competence)**

1. A Technical Delegate must be a scrupulous observer, an impartial and objective judge of the technical skills of the referees under his observation. He must report objectively and accurately on:
  - 1.1 The situations in which the Rules of the Game and Technical Rules are not correctly applied.
  - 1.2 The occurrence of gross false judgements or lack of objectivity by referees when evaluating and deciding on disciplinary problems.
2. The President of the CIA – Commission Internationale des Arbitres – must recruit, train, select and designate the Technical Delegates who will carry out the observation and evaluation of the international referees.
  - 2.1 Candidates for Technical Delegates will preferably be recruited among the members of international refereeing bodies (CIA + CEA) and former international referees.
  - 2.2 The selection of the candidates who will exercise as Technical Delegates requires they pass a technical examination to be carried out at the close of a specific training course that will be annually held by the CIA.

3. Under the co-ordination of the CIA, the Technical Delegates are in charge of:
  - 3.1 The observation and evaluation of the actions and performance of the international Rink-Hockey referees. Their place is at the Official Table.
  - 3.2 Drafting a Technical Evaluation Report, for every observation carried out, to report and describe with the necessary accuracy and detail all anomalies, errors and/or possible infractions committed by the referees.

**ARTICLE 12**  
**(Designation of Referees)**

1. In international competitions of clubs or national selection teams of FIRS member countries, matches are officiated by 2 (*two*) international referees, designated by the International Referees Commission (CIA or CEA) concerned with the specific event.
2. In competitions organised by national Federations, matches may be officiated by 1 (one) or 2 (two) official referees, in conformity with the specific Regulations, and who will be designated by their national Refereeing Board.
3. The referees will be informed of their designation – *per writing or telephone (followed by written confirmation)* - with enough time in advance.

**ARTICLE 13**  
**(Uniform and accessories used by referees in the game)**

1. The uniform worn by the referees in the game and the assistant referee is:
  - 1.1 A shirt or sweater, with the official referee's crest *on the left breast of his shirt*.
    - a) The international referees must use the CIA crest – Commission Internationale des Arbitres.



**b)** The official referees of a national Federation must always use the crest of their Refereeing Board.

- 1.2 Long trousers, socks and shoes of white colour.



2. The referees in the game must carry the following items:
  - 2.1 A whistle, official CIA approved model.
  - 2.2 Two cards, size 12 x 9 (*twelve by nine*) centimetres, one blue and one red.
  - 2.3 A pen and a special form to register disciplinary measures taken in the game.
  - 2.4 A wrist-watch and a handkerchief.



3. The colour of the referees' uniform in the game may not be similar to the colours of the teams' uniform.
  - 3.1 In games officiated by two referees, both must wear the same colours.
  - 3.2 The assistant referee is allowed to use a different colour than the referees in the game.



4. Corporative advertisement – *even from different sponsors* - is allowed on the referees' uniform, as long as they comply with the following measures:
  - 4.1 Two advertising strips – *maximum height 17 (seventeen) centimetres* – on the shirt, one on the front and one on the back.
  - 4.2 A sponsor logo or reference - *maximum height 10 (ten) centimetres* – on each of the sleeves.
  - 4.3 Advertising in referees uniform in World championships, depends on CIRH.

### **ARTICLE 14** **(Referees' signs)**

The referees will use the signs as specified in the Rules of the Game and Technical Rules to command the players on the rink. Their gestures must be clear, as illustrated by the following figures:

#### **1. TIME OF BALL POSSESSION BY A TEAM IN ITS DEFENSIVE ZONE**

When a team has possession of the ball in its « defensive zone », the referees must count the time – one arm at waist height– making a sideways movement for each second.



#### **2. GOAL SCORED**

The signal that a « goal » has been scored, the referee will whistle, -- point to the centre of the rink -, and then inform the Official Table of the shirt number of the player who scored the goal, to be registered on the game sheet.



#### **3. FACE-OFF**

To order a « face-off », the referee will raise one arm, palm of the hand to the front, and two finger open to form a « V », while the other arm points to the place where the face-off is to be taken.



**4. TIME OUT**

To signal a « Time-out », the referee will place one, horizontally over the other hand held vertically, also with the palm open.



**5. ADVANTAGE RULE**

It is not compulsory for the referee to signal the « advantage rule », to indicate that the game may go without interruption. However, he may choose to do so, holding both arms before him – forming a 60° angle with his body – palms upwards.



**6. PENALTY IN A CORNER OF THE PENALTY AREA**

To signal that the ball must be put in a corner of the penalty area, the referee will lift both arms above his head, joining fingertips, to form a lozenge.



**7. TEAM FOULS**

The referee who signals the foul raises one arm up to instruct the Official Table to register a team foul, while, at the same time, he points the direction of the offending team's half of the rink.

**Important note**  
 If the referee allow the « advantage rule », not whistling the team foul, they must still signal the foul to the Table.



**8. INDIRECT FREE HIT**

To signal an indirect free hit, the referee will :

1. With one arm stretched, point to the place where the ball has to be put for the hit to be taken.
2. With the other arm, point to the offending team's half of the rink.



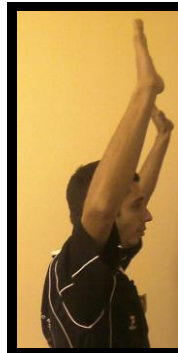
**9. AWARNING ABOUT THE PRACTICE OF PASSIVE PLAY – SIGNALS**

1 - When an offensive team incurred in the practice of passive play, it is required that one of the referees holds up the 2 (two) arms, warning that the offensive team has only 5 (five) seconds to conclude its offensive action, making a shot at the opponent's goal cage.

**Important Note**

*In games with two referees, immediately after one of the referees advise « passive play », the other referee must, using the appropriated signals, point out in number 1 of this article, counting the 5 seconds in which period one shot to the opposite cage must take place.*

*If this dont take place, the referee must whistling to stop the game.*



**10. DISCIPLINARY ACTION (AWARD OF CARDS)**

**MOMENT 1**

Before showing a card, the referee must isolate the offender and oblige him to place himself at (approximately) 2 meters.

Only then will the referee show the card, raising high the arm of the hand holding the card.



**MOMENT 2**

After showing the card, the referee will let the timekeeper's table know the shirt number of the offender – so as to leave no doubts.



**MOMENT 3**

Afterwards the referee will point, with one arm horizontally in a 90° angle with his body, to the offender's team half of the rink to inform the timekeeper's table to which team the offender belongs.



**MOMENT 4**

**(Only in case of temporary suspension)**

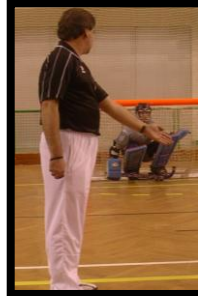
When a player is « suspended », the referee will indicate to the timekeeper's table the number of minutes the offender has to serve.



**11. PENALTY SHOT AND DIRECT FREE HIT**

**MOMENT 1**

To signal a « penalty shot » or a « direct free hit », the referee will proceed to the respective mark on the rink, pointing to the spot where the ball must be placed.



**MOMENT 2**

Except for the player executing the shot and the goalkeeper of the offending team, all other players are placed in the penalty area of the executing team, under supervision of one of the referees. This referee gives the signal to the other referee that he may start procedures.



**MOMENT 3**

The referee who supervises the hit raises one arm to let the player know that he is allowed to start.

With his other arm, the referee who supervises the hit counts the 5 seconds granted to take the penalty.



**ARTICLE 15**  
**(Game Sheet)**

1. For each game in officially recognised FIRS events, the referees must register on the Game Sheet:
  - 1.1 Place, date and time of the beginning and end of game;
  - 1.2 Final score, as well as the goals scored by each team in each period of the game;
  - 1.3 The roll of the players of both teams, with the number of their ID document used to confirm their identification, as well as:
    - 1.3.1 Player's shirt number
    - 1.3.2 Function of the players:
      - a) goalkeepers,
      - b) Team captain and substitute captain
    - 1.3.3 Scorers
  - 1.4 The roll of the other team members registered in the game, with the number of their ID document used to confirm their identification, and their function, according to the rules:
    - 1.4.1 2 (*two*) team delegates
    - 1.4.2 1 (*one*) coach
    - 1.4.3 1 (*one*) assistant coach (or physical preparator)
    - 1.4.4 1 (*um*) doctor
    - 1.4.5 1 (*um*) masseur (or nurse or physiotherapist)
    - 1.4.6 1 (*um*) mechanic (or steward)
  - 1.5 Disciplinary measures taken by the referees during the game, on players and other team members, and specification of cards applied (blue or red).
  - 1.6 The number of team fouls assigned to each team.
  - 1.7 Time-outs requested by the teams in each part of the game.
  - 1.8 Information on any declaration of protest submitted to the referees by the captain of any of the teams.
2. Must also be identified on the Game Sheet: the referees of the game, the assistant referee, the timekeeper and remaining persons at the Official Table, with the specification of their post.
3. Immediately after the end of the game, the Game Sheet must be signed by the assistant referee, and captains of both teams.
  - 3.1 If the team captain and/or substitute captain refuse to sign the Game Sheet, the referees must write a Confidential Report of the facts for the competent authorities.
  - 3.2 If the team captain and the substitute captain have been expelled, the Game Sheet will be signed by the player who was designated to act as team captain.
4. After carefully checking what is registered on the Game Sheet, and having mentioned if additional relevant information will follow later – *in a specific and complementary "Confidential Refereeing Report"* –, according to paragraph 5 hereunder, the referees of the game will sign the Game Sheet.
  - 4.1 The original and duplicate of the Game Sheet will be kept by the referees, who will forward them – *together with the Confidential Report, if the case* – to the organiser and the refereeing body responsible for the referees' designation.
  - 4.2 The teams will receive, through their team delegate, a duplicate of the Game Sheet.

5. **CONFIDENTIAL REFEREEING REPORT:** Only to be produced when there are serious or specific situations to report, or when there is need for complementary information, and for an exact, objective and accurate description of the relevant facts occurred in the game. The following situations will be reported:
- 5.1 Expulsions – *as a result of red cards* –. A detailed description of the infractions, circumstances and motives will be given, specifically:
    - 5.1.1 The offences or injurious terms uttered.
    - 5.1.2 The cases of gross or violent behaviour – *such as aggressions and/or reactions to aggressions* – and details of how they were conducted – *punching, kicking, hitting with the stick, etc.* - and which part of the body was hit.
  - 5.2 When a match did not take place or when it was ended before the proper time, with a clear description of the motives and circumstances that determined the referees' decision.
  - 5.3 Cases of force majeure or situations in which the physical integrity of the referees was threatened and caused them to leave the rink/premises.
  - 5.4 Any other relevant issue, such as:
    - 5.4.1 Delays occurred at the beginning or during the game, and their reasons, also when they concern the referees.
    - 5.4.2 Deficient conditions of the premises, issues with the number of police forces present at the game, or the undue presence of persons near the referees' dressing room, the Official Table or any of the team benches.

## **CHAPTER IV**

### **Equipment, protection and instruments used by players**

#### **ARTICLE 16**

##### **(Basic player's equipment)**

- 1. Players will use the following basic equipment:
  - 1.1 Shirt, shorts and socks, as specified in [paragraph 4 below](#).
  - 1.2 Boots with skates, as specified in [paragraph 5 below](#).
  - 1.3 A stick, as specified in [paragraph 6 below](#).
- 2. The goalkeeper must wear specific protective equipment, as specified in [Article 17](#).
- 3. The players, as well as the goalkeepers, are allowed to use several protections, according to the provisions in [Article 18](#).
- 4. The shirts, shorts and socks used by the floor players will be in the colours of the country or club they are representing. The goalkeepers must wear a shirt of a different colour, but not to be confounded with the opposite team's colours (including the goalkeeper's).
  - 4.1 All players' shirts, as well as the goalkeepers', must bear a different number – *from 1 (one) to 99 (ninety-nine)*.
    - 4.1.1 Numbers are marked on the back of the shirt, in a colour contrasting with the colours of the shirts and never less than 30 (*thirty*) centimetres high.
    - 4.1.2 Without prejudice of the above paragraph, numbers may also be marked on the front of the shirts and shorts.
  - 4.2 Regardless of the numbers used by goalkeepers, they have to be registered as such on the Game Sheet.
  - 4.3 When both teams - *or the goalkeepers of both teams* – show up on the rink with the same colours or colours that lend themselves to confusion, the referees will proceed as follows:
    - 4.3.1 Try to come to an agreement between the teams.
    - 4.3.2 When no agreement is reached, the home team – *or considered as such on the official calendar* – must change the colour of their equipment, including, if necessary, the goalkeeper's.

- 4.4 The team captain will wear an identifying armband of a different colour than his shirt.
- 4.4.1 When the team captain is substituted, he will not have to pass his armband to his team-mate, but must inform the referees of who will replace him as captain on the rink.
- 4.4.2 When the team captain is expelled – *or when he is injured and not able to remain in the game* – his armband will be passed to the substitute captain registered as such on the Game Sheet.

5. Players must wear boots with 4 (*four*) wheels – *placed two by two on two transversal axles*. No in-line skates are permitted in Rink-Hockey.

- 5.1 No kind of metallic protection is allowed on the boots, even if covered by some other kind of material.
- 5.2 The wheels may not have a diameter less than 3 (*three*) centimetres. No kind of supplementary protection is allowed between the front and back wheels.
- 5.3 The use of toestops on the toe of the boots or skates is allowed, but may not have a diameter of more than 5 (*five*) centimetres, and as long as they are not a danger for the other players.

*Skates used by floorplayers*



5.4 Goalkeepers may use skates with smaller wheels, to improve their stability when defending the goal cage.

*Goalkeepers' skates*



6. The stick used by the players – *goalkeepers included* – must comply with the following requirements:

- 6.1 The stick must be made of wood or plastic, or other material previously approved by the CIRH - Comité International de Rink-Hockey, except metal and metal reinforcements. The use of adhesive tape or strips of cloth is allowed.
- 6.2 The blade of the stick must be flat on both sides. The full length of the stick, measured on the outside of the curve must comply with the following measures:
- 6.1.1 Maximum length ..... 115 (*hundred fifteen*) centimetres
- 6.1.2 Minimum length ..... 90 (*ninety*) centimetres
- 6.3 The stick must be able to go through a ring with a 5 (*five*) centimetre diameter, and its weight may not exceed 500 (*five hundred*) grams.

*The stick*



**ARTICLE 17**  
**(Compulsory goalkeepers' protection equipment)**

1. *In addition to Article 16 above*, goalkeepers are required to wear the following protection equipment:
  - 1.1 A full head protection mask or a helmet and visor, as specified in [paragraph 2 below](#).
  - 1.2 A chest pad, as specified in [paragraph 3 below](#).
  - 1.3 Two goalkeeper's gloves, as specified in [paragraph 4 below](#).
  - 1.4 Two leg guards, as specified in [paragraph 5 below](#).
2. **Except for [paragraph 1.3 of Article 12 of the Rules of the Game](#), the goalkeeper must compulsorily wear – for the protection of his head - one of the following protections:**
  - a) **[A one piece full protection mask](#)**
  - b) **[A helmet and visor](#)**

**These protections are** made of rigid plastic or other material. If it contains metal parts, these must be covered with some other material as plastic, leather or rubber, in order not to endanger the physical integrity of other players.

*Goalkeeper's protection mask.*



3. The chest pad must be worn underneath the shirt. It is made of one piece – *and includes shoulder and upper arm protection* - in sufficiently flexible material to fit around the body. Thickness of padding may never exceed 15 (*fifteen*) millimetres.

*Goalkeeper's chest pad*



- 3.1 The use of the following protection equipment for goalkeepers is optional:
  - 3.1.1 Throat protector, adjusted to the neck, with a maximum height of 50 (*fifty*) millimetres, fitted underneath the chest pad.
  - 3.1.2 Thigh protector, elastic or semi-rigid, worn as a sleeve over the thigh, with a maximum thickness of 5 (*five*) millimetres.
- 3.2 Any other equipment that increases the size of above mentioned protections is forbidden.
4. The goalkeeper's gloves are made of flexible material, such as leather, cloth, canvas, synthetic or plastic materials, approved by the CIRH. The use of metal parts within or outside metal covering is forbidden, as well as of other materials that may endanger the physical integrity of the person using it or of the other players.
  - 4.1 The goalkeeper's gloves must protect hands and part of the fore-arms. Their form and fabric must not necessarily be identical, as long as they comply with the following measures:

- 4.1.1 Maximum length of the glove ..... 40 (*forty*) centimetres
- 4.1.2 Maximum width with thumb spread..... 25 (*twenty-five*) centimetres
- 4.1.3 Maximum width of 4 fingers spread ..... 20 (*twenty*) centimetres
- 4.1.4 Maximum thickness ..... 5 (*five*) centimeters

4.2. One of the gloves must be flexible and articulate, to allow the goalkeeper to hold and handle the stick.

*Articulate goalkeeper's glove*



4.3 The other glove may be less flexible, but it must allow the hand to remain open, with the fingers spread and separate.

*Semi-rigid goalkeeper's glove.*



Foto 12: Guantes de Portero

5. The goalkeeper's leg guards must be made of leather – *or other CIRH approved material* – in one piece, or two pieces linked together, and fixed with straps around the legs, in order to ensure partial protection of legs and feet.

5.1 The goalkeeper's leg guards must comply with the following maximum measures:

- 5.1.1 Width at the top..... 30 (*thirty*) centimetres
- 5.1.2 Width in the middle..... 27,5 (*twenty seven and a half*) centimetres
- 5.1.3 Width at the bottom ..... 25 (*twenty-five*) centimetres
- 5.1.4 Total height ..... 65 (*sixty-five*) centimetres
- 5.1.5 Thickness all over ..... 5 (*five*) centimetres

*Goalkeeper's leg guards*



- 5.2 The foot protection may, or not, be an individual piece separate from the leg guard, but it may never lengthen the leg guard's maximum size of 65 (*sixty-five*) centimetres.
- 5.2.1 The foot protection has a maximum width of 25 (*twenty-five*) centimetres, adjusted to the bottom of the leg guard, and has side reinforcements of maximum 11 (*eleven*) centimetres high and 20 (*twenty*) centimetres high between the extremities lengthwise.
- 5.2.2 Maximum thickness allowed is 5 (*five*) centimetres.
- 5.2.3 These protections must be wrapped around the *legs and feet*, independently, and fastened by means of 2 (*two*) or 3 (*three*) straps, that may be fitted through the front or sides of the guards.
- 5.3 Goalkeeper's guards may be made of leather, cloth, canvas, synthetic or plastic materials. They must be flexible, and are not allowed to have – *either inwardly or outwardly* – metal or other materials that may endanger the physical integrity of goalkeepers and other players.

### **ARTICLE 18**

#### **(Optional players' protection equipment)**

1. All players, including the goalkeeper, are allowed to wear non metal protective equipment, placed directly over their body and totally adjusted to it, so as to preserve exclusively their physical integrity and provided it does not give them any kind of unfair advantage in the game.
2. Players are permitted to use the following protective equipment:
  - 2.1 Padded gloves, with a maximum thickness of 25 (*twenty-five*) millimetres, fingers totally separated, and a maximum length of 10 (*ten*) centimetres from the pulse to the forearm.

#### *Players' gloves*



- 2.2 Cushioned knee pads, with a maximum thickness of 25 (*twenty-five*) millimetres, for the exclusive protection of the knees.

#### *Players' knee pads*



- 2.3 Shin guards, with a maximum thickness of 50 (*fifty*) millimetres, to be worn under the socks and wrapped around the legs.

#### *Players' shin guards*



2.4 Coquille in textile or resistant plastic material for protection of genitals.

*Coquille and coquille holder*



2.5 Elbow pads, of a non rigid material that can not endanger other players.

2.6 **Light helmet to protect the head.**

3. When referees find out that a player – *and particularly a goalkeeper* – is wearing not permitted protection gear, they will immediately force that player to leave the rink. Only after complying with regulation equipment according to the present Rules is he/she allowed returning on the rink.

3.1 The goalkeeper or player excluded from the game, in terms of paragraph 3 above, will have to redress the irregularities detected. The assistant referee must control if this is being done.

3.2 When the assistant referee confirms that the goalkeeper or player's equipment is in conformity with the rules, the latter will be permitted to return to the reserve bench. Only afterwards is he allowed to he enter the rink, when his coach decides so.

#### **ARTICLE 19**

#### **(Advertising on players' equipment)**

1. Advertising is allowed on the players' uniform, as long as it does not hinder the correct identification of the team's basic colours, and will respect the following maximum measures:

- |     |                              |  |
|-----|------------------------------|--|
| 1.1 | Shirt (front) .....          | 17 ( <i>seventeen</i> ) centimetres high |
| 1.2 | Shirt (back) .....           | 12 ( <i>twelve</i> ) centimetres high    |
| 1.3 | Sleeves .....                | 10 ( <i>ten</i> ) centimetres high       |
| 1.4 | Shorts (front and back)..... | 7 ( <i>seven</i> ) centimetres high      |
| 1.5 | Socks .....                  | 7 ( <i>seven</i> ) centimetres           |

2. Advertising on players' equipment may be from commercial sponsors or brands, but any kind of political or religious propaganda is entirely forbidden.

*Advertising on players' equipment*



**CHAPTER V**

**Placement of teams – Breaking a tie**

**ARTICLE 20**

**(Placement of teams and rules for breaking a tie)**

1. In events, tournaments and competitions where the point system is used, points will be allocated as follows:
  - 1.1 **GAME WON** ..... 3 (*three*) points
  - 1.2 **TIE** ..... 1 (*one*) point
  - 1.3 **GAME LOST** ..... 0 (*zero*) points
  - 1.4 **FORFEIT/ NO SHOW** ..... 0 (*zero*) points
2. In events, tournaments and competitions where the point system is used, the final placement is decided, in decreasing order, by the sum of points obtained by each of the teams.
3. When *at the end of any phase of an event or competition*, two or more teams have an equal number of points, procedures will be as follows:
  - 3.1 In the case of a tie between two teams, only the results obtained in the same phase will be considered. The best team is decided as follows:
    - 3.1.1 The best team is the team that obtained the highest number of points, considering *the games played between the teams concerned*.
    - 3.1.2 If the tie remains, the best team is the team where the difference between goals scored and goals suffered is the largest *considering the games played between the teams concerned*.
    - 3.1.3 If the tie still remains, the best team is the team where the difference between goals scored and goals suffered is the largest *considering all the games played during the entire phase of the event*.
    - 3.1.4 If the tie still remains, the best team is the team with the highest quotient resulting from the division of the total number of goals scored by the total number of goals suffered considering *all the games played during the entire phase of the event*.
  - 3.2 In the case of a tie between three or more teams, only the results obtained in the same phase are considered. The placement of the teams is decided as follows:
    - 3.2.1 The teams will be placed, in decreasing order, according to the number of points obtained *in the games played between them*.
    - 3.2.2 If the tie remains between all or some of the teams, the teams will be placed, in decreasing order, according to the difference between goals scored and goals suffered *in the games played between them*.
    - 3.2.3 If the tie still remains between all or some of the teams, the teams will be placed, in decreasing order, according to the difference between goals scored and goals suffered *in all the games played during the entire phase of the event*.
    - 3.2.4. If the tie still remains between all or some of the teams, the teams will be placed, in decreasing order, according to the quotient resulting from the division of the number of goals scored by the number of goals suffered *in all the games played during the whole phase of the event*.
    - 3.2.5 If the tie still remains between all or some of the teams, the teams will be placed, in decreasing order, according to the quotient resulting from dividing the total number of goals scored by the total number of goals suffered *in all the games played during the whole phase of the event*.
  - 3.3. If the tie still remains *in spite of having been applied paragraphs 3.1 or 3.2 above*, the game or games between the tied teams will be played again, or *–should this not be possible for reasons of scheduling –* the result will be decided by means of a draw carried out by the organiser of the event in the presence of the delegates of the tied teams.