

**COMITE INTERNACIONAL DE ROLLER INLINE  
HOCKEY**

**C. I. R. I. L. H.**

**SPORTS RULES**

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# **RULES FOR CONDUCTING INTERNATIONAL ROLLER IN-LINE HOCKEY TOURNAMENTS**

*Rules and regulations for conducting international roller in-line hockey tournaments have been established through the Commission for Roller In-Line Hockey, an organ of the Federation Internationale de Roller-Skating.*

*This special Commission will have control, in accordance with all Statutes and Administrative Rules of the FIRS, over the 1st Roller In-Line Hockey World Championship, August 22-27, 1995, in Chicago, Illinois, U.S.A.*

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## GENERAL

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All players may wear in-line roller skates (see Rule Sixteen) and the game will be played with a puck (see Rule Twenty).

For championship play the following rules will apply:

(1) The game will be played in two periods of 20 minutes each with a five-minute rest at half time. Each team is granted one time-out of one-minute duration per period.

(2) A "round robin" tournament shall be used, with the marking of points as follows:

2 points to the winner

1 point for a tie game

0 points to the loser

If addition of points bring two teams to an equal amount of points, and they are in a placement or move-up position, the team's position is determined as follows:

a) A ten minute playoff game will be played with the victor being awarded a higher placement. If there is no victor after ten minutes, a three minute break shall be taken followed by a ten minute sudden death period. This process shall continue until there is a victor. After each period the teams shall switch ends with no breaks between sudden death periods.

b) If three or more teams are tied and they are in a placement or move-up (to another division) position the teams position shall be determined as follows:

1) Team captains will draw to determine playoff schedules.

2) Using the game format in 2a above a round robin playoff shall be played. shall be awarded as in point 2 above and the team with the most points shall be awarded the highest placement, the team with the next highest points awarded the next highest position and so on down the line.

3) If two or more teams are still tied and they are in a placement or move-up position then the following shall take place to decide team positions.

a) The victor of the head to head competition in the playoff round shall be awarded higher placement position.

b) If a tie still results from a) above then the next highest total of goals for minus goals against for the entire playoff round shall be used to determine position for tying teams.

c) If any teams are still tied after a) and b) above then a shootout will take place using four shooters from each team.

(3) It shall be necessary to use a modified "round robin" as described below:

a) Seed the teams into two or more groups so that each group has "equal" strength based on evaluation of experience in international competition. For example, assume that 12 teams are competing. The teams would be grouped as shown after seeding has been determined:

Group 1	Group 2	Group 3
1st	2nd	3rd
6th	5th	4th
7th	8th	9th
12th	11th	10th

b) Use new teams and "ties for placement" so that as few teams as possible from the same continent play in the same group.

c) When possible after conditions a) and b) have been satisfied, place teams in groups so that they play teams different from those played previously.

d) If there is not an equal number of teams in each group, each team in the smaller group or groups should be awarded two points (equivalent to one win) prior to starting play.

e) Each group should play an "elimination round robin" with placement being determined as previously described in Rule 2. See page 36.

f) If there are two groups, the top three teams from each group will qualify for the final round. If there are three or more groups, the top two teams from each group will qualify. The final round will be single elimination bracket play. If a team loses a game, they are eliminated from any further advancement.

g) Final placements will be determined by bracket play results.

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## **PLAYERS**

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**PLAYERS** must be a minimum age of 14 years by January 1st of the year of the championships. Players should normally be of the same nationality as the team for which they are playing.

**TEAM ORGANIZATION** - The maximum number of players is limited to 12 floor players and 2 goalies (not 13 floor players and 1 goalie) separately identified by uniform, playing for the same National Federation. The minimum team size is 6 floor players and 2 goalies.

**PLAYING** - At no time shall any team have more than five players on the floor during a game. To officially start the game a team must have four (4) skaters and a goalie on the floor ready to play. Body or board checking will not be permitted.

**PROTESTS** - All protests of a referee's decision must be filed in writing with a member of the FIRS Commission for Roller In-Line Hockey. Protests will be handled in accordance with FIRS Statues, Article 80, page 19 of the CIRH "Rule of the Game" which states:

A protest will not be valid unless made on the rink by the captain of the protesting team to the referee who will immediately inform the captain of the opposing team.

In the case of administrative protests (bad state of the rink, player's equipment, unqualified players, etc.) only those made to the referee **BEFORE** the start of a match are valid. He will then advise the captains of both teams that the match is being played under protest. All protests must be confirmed by official letter addressed to the appropriate authority, accompanied by the necessary fee, within one and a half hours of the end of the game.

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## DEFINITIONS

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**BARRIER** - The railing, walls or boundary markers identifying the outer edge of the playing area.

**CAGE** - (Also referred to as Goal Cage.) The net enclosed framework at each end of the playing area, into which the puck must pass in order to score a point.

**CENTER SPOT** - The exact center from either end and sides of the playing area. (See diagram.)

**FACE-OFF** - Any time the puck is being brought back into play by two opposing players on the decision of the referee during the course of the game.

**FOUL** - Any personal or technical infraction of any rule as decided by the referee.

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## **GAME OFFICIALS**

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There will be two referees used in each game at the World Championship. They will share responsibilities; however, one will be designated Chief Referee to rule on violations that may involve controversy. Other required officials include a time keeper, scorekeeper and a person who will calculate shots on goal and other statistical data.

**CHIEF REFEREE** - Shall be in complete charge of game, players, all other officials, spectators and premises, responsible only to the jurisdictional authority of the FIRS Commission, and whose decisions shall be final.

**REFEREE** - A commissioned referee appointed to assist the game referee.

**GOAL JUDGE** - Shall call only goals and carry out any other duties as assigned by the Chief Referee. This official is optional and use shall be determined by the Commission.

**SCOREKEEPER** - Shall keep record of all scores, fouls and any other information required by the Commission on each player and team participating.

**TIME-KEEPER** - Shall time all playing periods as instructed by the referee.

**PENALTY TIME-KEEPER** - Keeps time penalties and monitors the penalty box.

**GOALIE** - The player equipped and assigned the position of defending one's own from goals.

**SKATING OR PLAYING AREA** - The area between the end barriers and the side barriers of the area within the boundary markers as established by the referee prior to the start of the game. Dimensions of the rink surface may vary between 20 and 30 meters in width (65 to 100 feet) and 40 and 60 meters in length (130 to 200 feet) as long as the 1:2 ratio is observed.

The World Championship will be played on a surface as close as possible to the maximum allowed. The surface shall have rounded corners to facilitate keeping the puck in play.

**FACE-OFF - Two players, each standing on their own defensive side of the center line at the center spot, with their own sticks held on the floor at least nine inches directly behind the puck and on their own side of the center line. All players shall stay on their defensive side of the center line until the referee blows his whistle. the sound of the referee's whistle, the puck is in play for all players.**

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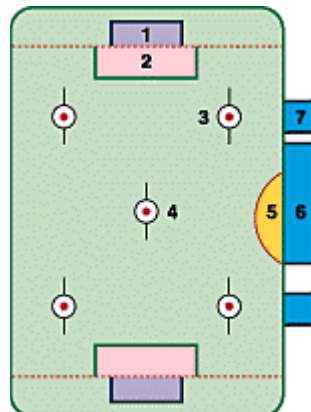
## DIAGRAM OF ROLLER IN-LINE HOCKEY PLAYING AREA

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1. cage
  2. crease
  3. zone
- Face-off spot
4. face-off spot
  5. crease next to official bench and penalty box
  6. bench and penalty box area
  7. benches

\*Note #5, #6, & #7 are ideal locations. Most floors will have different locations.

### GOAL CAGE



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# **RULES OF THE GAME**

## **SECTION I & II**

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### **RULE ONE - RINK**

(a) Roller in-line hockey shall be played on a wooden, asphalt or cement floor which shall be in good repair.

(b) The rink shall be marked according to the diagram included with these rules taking into consideration the exact dimensions indicated herein.

(c) Dimensions of the rink surface may vary between 20 and 30 meters in width (65 to 100 feet) and 40 and 60 meters in length (130 to 200 feet) as long as the 1:2 ratio is observed.

The World Championship will be played on a surface as close as possible to the maximum allowed. The surface shall have rounded corners to facilitate keeping the puck in play.

### **RULE TWO - GOAL CAGES**

(a) The goal cage consists of an iron rectangular cage with an inside height of 105 cms (41") and inside width of 170 cms (67") as shown in the diagram.

The frame must be made with "iron pipes" or similar. The top, posts and internal face of the goal cage must be covered with a very resistant netting yarn which must be hard enough to resist the strongest shots. Metallic netting will not be allowed.

A drop net must be suspended from the near inside top of the cage with a depth of 45 cms measured from the top cross beam of the goal. This cotton netting, thinner than the outside (external) one, has a maximum width of 180 cms and height of 110 cms, must be suspended inside the cage to prevent the ball rebounding from the inside of the goal. This net must be white in color and should be attached at the top only, allowing it to hang freely to the ground parallel to the posts of the cage.

The posts and front bar must be in a circular basis, with 7.5 cm (3") diameter (external measure) painted in a fluorescent orange color while all other framing parts should be painted in white.

The goal cages are placed opposite at each end of the rink with the openings facing each other. The distance from the score line

to the extreme of the rink is 2.70 meters minimum and 3.30 meters maximum.

### **RULE THREE - GOAL CREASE**

(a) In front of each goal, a "Goal Crease" area shall be marked by a red line 5 cm (2") wide.

(b) This line shall extend at a right angle from a point on the goal line, 30 cm (1 foot) from the outside of each goal post for a distance of 1.2m (4'). A line parallel to the goal line shall join the ends of these two lines. It shall be understood that the area covered by the goal crease on the floor shall extend to all the space above the crease.

### **RULE FOUR - FACE-OFF SPOTS**

(a) One face-off spot shall be at the exact center of the floor. (The game will be started with a Face-Off from this spot. Also the beginning of the second half of the game and after each and every scored goal and before sudden death play-offs.)

(b) In both end zones along an imaginary line, 4.5m (15') out from each goal line and parallel to it at a point 3m (10') from side barrier, black face-off circles with a radius of 9 inches will be drawn on the floor.

(c) At center floor two face-off spots one on each side of a single face-off spot directly in-line with the end zone face-off spots. See diagram I.

(d) Rink face-off spots shall be marked with five face-off positions if the rink surface is less than 50 meters in length and nine face-off positions if the length is more than 50 meters (164').

### **RULE FIVE - PLAYER BENCHES**

(a) Each rink should have seats or a bench for the use of each team, to be known as the "Player Benches." Each player bench shall accommodate at least fourteen persons and shall be placed immediately alongside the playing surface in the neutral zone as near as possible to the center of the rink and convenient to the dressing rooms.

(b) The two teams playing will change benches at the end of every period, until the game ends. The team bench will be on the same end as the team goalie.

**(c) Only players in uniform, the manager, coach and trainers shall be permitted to occupy the player benches.**

**(d) During the game, coaches, managers and trainers shall be restricted to the use of the area the length of the player benches, including their team gate. Penalty for violation of this rule is a Bench Minor Penalty.**

#### **RULE SIX - PENALTY BENCH**

**Each rink will have seats or benches to be known as the "Penalty Bench." It is to be used for the seating of penalized players, Penalty Time-keeper, Game Time-keeper and Official Scorer. penalty bench should be located a substantial distance from the player benches.**

#### **RULE SEVEN - REFEREE'S CREASE**

**A black line or chalk line (temporarily) in the shape of a semi-circle and with a 3m (10') radius shall be marked on the floor immediately in front of the Penalty Time-keeper's seat.**

#### **RULE EIGHT - SIGNAL AND TIMING DEVICE**

**Each rink must have a suitable sound device to be used by the Game Time-keeper.**

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## **SECTION II - TEAMS**

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### **RULE NINE - COMPOSITION OF TEAM**

- (a) A team on the floor shall not consist of more than four floor players and one goalie.**
- (b) Each player and each goalkeeper listed in the line-up of each team shall wear an individual identifying number at least 25 cm (10 inches) high on the back of the jersey.**
- (c) Team rosters will consist of a minimum of 6 floor players and 2 goalies and a maximum of 12 floor players and 2 goalies (not 13 floor players and 1 goalie).**

### **RULE TEN - TEAM CAPTAIN**

- (a) One Captain shall be appointed by each team, and that player alone shall have the privilege of discussing with the Referee any question relating to interpretation of rules which may arise during the progress of a game. The Captain shall wear the letter "C," approximately 3 inches in height and in contrasting color, in a conspicuous position on the front of the jersey.**
- (b) Each team should have a Captain on the floor at all times. If a Permanent Captain is not on the floor, Alternate Captains (not more than three) shall be accorded the privileges of the Captain. Alternate Captains shall wear the letter "A," approximately 3 inches in height and in a contrasting color, in a conspicuous place on the front of their jerseys.**
- (c) The referee or official scorer shall be advised prior to the start of each game, the name of the Captain of the team, also the identity of the players who will serve as Alternate Captains when the Permanent Captain is off the floor.**
- (d) No goal-keeper shall be entitled to exercise the privileges of Captain or Alternate Captain on the floor.**
- (e) Only the Captain or Alternate Captain on the floor at the time of the stoppage of play (but not both) shall have the privilege of discussing with the Referee any point relating to the interpretation of rules. Any Captain, Alternate Captain or player who comes off the bench and makes any protest or intervention**

**with the Referee for any purpose must be awarded a misconduct penalty.**

**A COMPLAINT ABOUT A PENALTY IS NOT A MATTER "RELATING TO THE INTERPRETATION OF THE RULES" AND A MISCONDUCT PENALTY SHALL BE IMPOSED AGAINST ANY CAPTAIN, ALTERNATE CAPTAIN OR OTHER PLAYER MAKING SUCH A COMPLAINT.**

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## **RULES OF THE GAME**

### **SECTION II (cont.) & SECTION III**

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#### **RULE ELEVEN - UNIFORMED PLAYERS**

(a) At the beginning of each game the manager or coach of each team shall list the players and goalkeeper who shall be eligible to play in the game.

(b) A list of the names and numbers of all eligible players must be handed to the Referee or Official Scorer before the start of the game, and no change in the list or additions thereto shall be permitted after the commencement of the game except when a goalkeeper has been injured or becomes ill. The name of another goalkeeper may be designated on the list in substitution for the injured or ill goal-keeper. Such substitution can only be made by a player already on the list.

(c) Each team shall be allowed one goalkeeper on the floor at one time. The goalkeeper may be removed and another "player" substituted. substitute shall not be permitted the privileges of the goalkeeper.

(d) Any substitute goalkeeper entering the game for any reason shall not be permitted a warm-up.

#### **RULE TWELVE - STARTING LINE-UP**

(a) Prior to the start of the game, the manager or coach of each team is required to name the starting line-up to the Referee or the Official Scorer.

(b) To start a game a team must have a goalie and four skaters on the floor at the referee's whistle to start the game. If this requirement cannot be met then a forfeit shall be declared by the referee against the team not able to field a goalie and four skaters.

#### **RULE THIRTEEN - CHANGE OF PLAYERS**

(a) Players may be changed at any time from the player benches, provided that the player or players leaving the floor shall always be within 3m (10') of the bench before substitutions may come on the floor. This rule will apply when the player benches are located at the ends of the rink. When the player benches are located near the centerline of the rink the player leaving the floor

shall always be within 10 feet of the bench with one hand on the rail and completely out of the play before substitutions may come on the floor.

(b) A player serving a penalty on the penalty bench, who is to be charged after the penalty has been served, must proceed at once by the way of the floor and be at his own player bench before any change can be made.

**NOTE:** For any violation of this rule a Bench Minor Penalty shall be imposed.

#### **RULE FOURTEEN - INJURED PLAYERS**

(a) When a player, other than a goalkeeper is injured or compelled to leave the floor during a game, he may retire from the game and be replaced by a substitute, but play must continue without the teams leaving the floor.

(b) If a goalkeeper sustains an injury or becomes ill he must be ready to resume play immediately or be replaced by a substitute goalkeeper and NO additional time shall be allowed by the Referee for the purpose of enabling the injured or ill goalkeeper to resume his position. No warm-up shall be given to the replacement goaltender. (See also item d below.)

(c) The Referee shall report to the FIRS Commission for disciplinary action any delay in making a goal-keeper substitution. The substitute goalkeeper shall be subject to the regular rules governing goalkeepers and shall be entitled to the same privileges.

(d) When a substitution for the regular goalkeeper has been made, such regular goalkeeper shall not resume his position until the first stoppage of play thereafter.

(e) If an injured player receives a minor penalty the penalized team shall place a substitute player on the penalty bench before the penalty expires and no other replacement for the penalized player shall be permitted to enter the game except from the penalty bench. For violation of this rule a Bench Minor Penalty shall be imposed.

The penalized player who has been replaced on the penalty bench shall not be eligible to play until his penalty has expired.

(f) When a player is injured so that he cannot continue play or go to his bench, the play shall not be stopped until the injured player's team has secured possession of the puck. If the player's

**team is in possession of the puck at the time of injury, play shall be stopped immediately, unless his team is in a scoring position.**

**(g) A player other than the goalkeeper whose injury appears serious enough to warrant a stoppage of play may not participate further in the game until the completion of the ensuing face-off.**

**NOTE: In a case where it is obvious that a player has sustained a serious injury the referee may stop the play immediately regardless of who is in possession of the puck.**

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## SECTION III

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### RULE FIFTEEN - STICKS

(a) The sticks shall be ice hockey-style made of wood or other ice hockey approved material and must not have any projections. White adhesive tape may be wrapped around the blade for the purpose of reinforcement or to improve control of the puck.

(b) No stick shall exceed 1.5m (60") in length from the heel to the end of the shaft nor more than 32 cm from the heel to the end of the blade. The curvature of the blade of the stick shall not be restricted. The blade of the floor players' stick must be a minimum of 5 cm and may not exceed 9 cm in width at any point.

(c) The blade of the goalkeeper's stick may not exceed 13 cm in width at any point except at the heel where it must not exceed 14 cm in width; nor shall the goalkeeper's stick exceed 39 cm in length from the heel to the end of the blade.

The widened portion of the goalkeeper's stick extending up the shaft of the blade shall not extend more than 61 cm from the heel and shall not exceed 13 cm in width.

(d) A minor penalty shall be assessed any player, including the goalkeeper, for using a stick which does not conform to the provisions of this rule. Any illegal stick is to be kept by the referee until the tournament is over. (Refer to Rule 24.)

### RULE SIXTEEN - SKATES

(a) Skates to be used will be in-line skates only and may consist of either three or four wheels. If skates are manufactured for four wheels, all four wheels must be in place. All wheel bolts and axles must be covered with protective material so as not to injure other players or mar the skating surface. No quad or conventional skates will be permitted in World Championship play, although individual federations may allow the use of quad or conventional skates for domestic play.

(b) Skate brakes are optional on either the front or back of the skate.

**(c) Any player found on the floor breaking any of the above rules will receive a minor penalty and may not return to play until the fault is corrected.**

## **RULE SEVENTEEN - GOALKEEPER'S EQUIPMENT**

**(a) With the exception of skates and sticks, all equipment worn by the goalkeeper must be constructed solely for the protection of the head or body, and must not include any garment or contrivance which would give the goalkeeper undue assistance in keeping goal.**

**NOTE: The lacing or webbing or other material joining the thumb and index finger of the goalkeeper's glove or any cage, pocket or pouch created by this material, must not exceed the minimum amount of material necessary to fill the gap between the thumb and the index finger when they are fully extended and spread.**

**1) Protective padding attached to the back of, or forming part of, the goalkeeper's gloves shall not exceed 20 cm in width nor 40 cm in length.**

**2) Abdominal aprons extending down the thighs or the outside of the pants are prohibited.**

**(b) Goalkeeper's pads when new shall not exceed 25 cm in extreme width as measured on the goalkeeper, and shall not be altered in any way. No more than 5 cm of expansion due to wear, shall be permitted.**

**(c) A minor penalty shall be assessed a goalkeeper guilty of using or wearing illegal equipment. &nbsp;(Refer to Rule 24)**

**(d) All equipment, with the exception of puck and skates will be regulation hockey equipment.**

**(e) All goalkeepers will be required to wear approved face masks.**

**NOTE: head protection masks only.**

## **RULE EIGHTEEN - PROTECTIVE EQUIPMENT**

**(a) All protective equipment except gloves, head gear or goalkeeper leg pad, must be entirely under the uniform. Leather elbow patches on the outside of the jersey are prohibited. After one warning by the Referee, a minor penalty shall be imposed on the offending player for violation of this rule.**

**(b) All players must wear HECC-approved helmets, with a chin strap properly fastened.**

**(c) It is compulsory for all goalkeepers to wear approved face masks.**

**(d) All players must wear approved ice hockey, ball hockey or LaCrosse gloves.**

**(e) All players must wear shin guards. Male players must wear protective cup at all times during the game.**

**(f) A mouthpiece and face mask are optional, but recommended.**

**(g) Eyeglass wearers must have plastic, not glass, lenses in their eyewear.**

**(h) A minor penalty may be awarded for a violation of protective equipment.**

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## **RULES OF THE GAME**

### **SECTION III (cont.) & SECTION IV**

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#### **RULE NINETEEN - DANGEROUS EQUIPMENT**

(a) The use of pads or protectors made of metal or any other material likely to cause injury to a player is prohibited.

**NOTE:** All elbow pads which do not have a soft protective covering of sponge rubber or a similar material at least 125mm (1/2") thick shall be considered dangerous equipment.

(b) A glove from which all or part of the palm has been removed or cut to permit the use of bare fingers shall be considered illegal equipment and if any player wears such a glove in play a minor penalty shall be imposed on him.

#### **RULE TWENTY - PUCK**

(a) The puck shall be the puck approved by the FIRS Commission. The home team or host shall be responsible for providing an adequate supply of official pucks. supply of pucks shall be kept at the penalty bench under the control of one of the regular minor officials or a special attendant.

#### **RULE TWENTY ONE - UNIFORMS**

(a) Uniforms will require identical long-sleeve shirts and full-length pants. Goalie jerseys will be the same color and design as other team members. Player numbers will be required only on the backs of the jerseys with whole numbers only from 00 to 99 and 25 cm (10") in height.

(b) The goalkeeper must at all times during the game wear a protective cup, a chest protector which conforms to the body, regulation goalkeeper's gloves (ice hockey, non- modified, goalkeeper's pads not exceeding 30 cm in width, and a face mask or helmet with face guard attached). If the goal-keeper wears forearm guards they must be soft and pliable and conform to his forearms. Any regulation ice hockey equipment is acceptable.

(c) All players participating in contests will be uniformed and have two jerseys of different colors. Full-length pants are required.

**(d) All players shall wear upon the backs of their jerseys identifying numbers not less than 25 cm (10") in height. All numbers assigned must be whole numbers only between 0 and 99 (no fractions decimals etc.). No two members of the same team will be assigned or permitted to wear the same number. One team Captain and two Alternate Captains shall have a small "C" or "A" on the right shoulder of their jersey.**

**(e) In domestic tournament competition, it will be the responsibility of the home team to change its jerseys if the colors of the competing teams conflict. The decision in this matter shall be left to the Referee in charge of the game. The home team is to wear a predominately white jersey.**

**(f) The entire uniform: "jersey, pants and socks" must match in style and color.**

#### **RULE TWENTY TWO - UNIFORM INSPECTION**

**(a) All players must report to the Referee before the start of the team's first game for uniform and equipment inspection. The Referee is required to refuse participation to any player who refuses to comply with this rule.**

**(b) Should a player report for play wearing a uniform bearing illegal inscriptions, the Referee is required to cause the offending inscription to be removed. If refused, the offender shall be barred from the game or contest, or in any matter participating in the event and the matter must be reported to the FIRS Commission.**

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## **SECTION IV**

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### **RULE TWENTY THREE - PENALTIES**

**(a) Penalties shall be actual playing time and shall be divided into the following classes:**

- 1) Minor Penalties**
- 2) Major Penalties**
- 3) Misconduct Penalties**
- 4) Match Penalties**
- 5) Goalkeeper Penalties**
- 6) Delayed Penalties**
- 7) Penalty Shot**

**Where coincident penalties are imposed on players of both teams the penalized players of the visiting team shall take their positions on the penalty bench first in the place designated for visiting players, or where there is no special designation than of the bench farthest from the gate.**

**Players may not leave the penalty bench until their penalty has expired, half-time occurs or the end of the game. The player may not leave for any other reason.**

**NOTE: When play is not actually in progress and an offense is committed by any player, the same penalty shall apply as though play were actually in progress. Accidental trips occurring simultaneously with, or after, stoppage of play will not be penalized.**

### **RULE TWENTY FOUR - MINOR PENALTIES**

**(a) For a "Minor Penalty," any player, other than a goalkeeper, shall be ruled off the floor for two minutes during which time to substitute shall be permitted.**

**(b) A "Bench Minor" penalty involves the removal from the floor of one player of the team against which the penalty is awarded for a period of two minutes. Any player on the team may be designated to serve the penalty by the manager or coach through the playing Captain and such player shall take his place on the penalty bench promptly and serve the penalty as if it was a minor penalty imposed upon him.**

**(c) If while a team is "short-handed" by one or more minor or bench minor penalties the opposing team scores a goal, the first of such penalties shall automatically terminate.**

**NOTE: "Short-handed" means that the team must be below the numerical strength of its opponents on the floor at the time the goal is scored. The minor or bench minor penalty which terminates automatically is the one which causes the team scored against to be "short-handed" originally (first penalty). Thus coincident minor penalties to both teams do NOT cause either side to be "short-handed." each team is playing a man short, they are at equal strength.**

**THIS RULE SHALL ALSO APPLY WHEN A GOAL IS SCORED ON A PENALTY SHOT.**

**(d) When a player receives a major penalty and a minor penalty at the same time, the major penalty shall be served first by the penalized player except under Rule 30 in which case the minor penalty will be recorded and served first.**

**NOTE: This applies to the case where BOTH penalties are imposed on the SAME player. (See also note to Rule 30)**

#### **RULE TWENTY FIVE - MAJOR PENALTIES**

**(a) For the first "Major Penalty" in any one game, the offender, except the goalkeeper, shall be ruled off the floor for five minutes, during which time no substitutes shall be permitted.**

**NOTE: A goal scored does not terminate his penalty.**

**(b) For the second major penalty in the same game, to the same player, including the goalkeeper, the player shall receive a five minute major penalty and an automatic game misconduct. player from the offending team must be placed in the penalty box to serve the five minutes major.**

**(c) When coincident major penalties are imposed against an equal number of players on each team, the penalized players shall all take their places on the penalty benches and such penalized players shall not leave the penalty bench until the first stoppage of play following the expiration of their respective penalties. substitutions shall be made for the players so penalized, and their penalties shall not be taken into account for the purpose of the delayed penalty, Rule 30.**

**(d) When coincident penalties of equal duration including a major penalty are imposed upon a player of each team, the penalized player shall take their places on the penalty bench and**

such players shall not leave the penalty bench until the first stoppage of play following the expiration of their respective penalties. Immediate substitution shall be made for the players so penalized and their penalties shall not be taken into account for the purpose of the delayed penalty. 30 or Rule 27.

(e) When coincident penalties of unequal duration (each including one major penalty) are imposed upon a player of each team the penalized players shall take their places on the penalty bench and such players shall not leave the penalty bench until the first stoppage of play following the expiration of their respective penalties.

The penalties which created the disparity in total penalty time between the player penalized shall be served first in the normal way by the players penalized. Immediate substitution shall be permitted for the major penalties of each player.

Account shall be taken of the penalties which create the disparity in the total penalty time awarded to the players affected for the purpose of the delayed penalty, Rule 30 and for Rule 24 (c) (goal scored against a short-handed team).

## **RULE TWENTY SIX - MISCONDUCT PENALTIES**

(a) "Misconduct Penalties" to all players except the goalkeeper, involve removal from the game for a period of ten minutes each. A substitute player is permitted to immediately replace a player serving a misconduct penalty. A player whose misconduct penalty has expired shall remain in the penalty box until the next stoppage of play.

When a player receives a minor penalty and a misconduct penalty at the same time, the penalized team shall immediately put a substitute player on the bench and he shall serve the minor penalty without charge.

When a player receives a major penalty and a misconduct penalty at the same time, the penalized team shall place a substitute player on the penalty bench and no replacement for the penalized player shall be permitted to enter the game except from the penalty bench. Any violation of this provision shall be treated as an illegal substitution under Rule 13 calling for a bench minor penalty.

(b) A "Game Misconduct Penalty" involves the suspension of a player for the balance of the game but a substitute is permitted to replace immediately the player so removed. His case shall be

reported to the FIRS Commission which shall have full power to impose such further penalty as deemed fitting.

(c) A Game Misconduct to a player shall result in an automatic one game suspension (immediate next game).

(d) A second Game Misconduct to a player in the tournament shall result in an automatic match penalty.

**NOTE:** For all Game Misconduct penalties regardless of when imposed, a total of ten minutes shall be charged in the records against the offending players.

#### **RULE TWENTY SEVEN - MATCH PENALTIES**

(a) A "Match Penalty" involves the suspension of a player for the balance of the game, and the offender shall be ordered to the dressing room immediately. A substituted player must be placed on the penalty bench to serve a five minute penalty and may not return onto the floor regardless of goals scored.

**NOTE:** Regulations regarding additional penalties and substitutions are specifically covered in individual Rules 40-50 and 59; any additional penalty shall be served by a player designated by the manager or coach of the offending team through the playing captain.

**NOTE:** When coincident match penalties have been imposed under Rule 45 or 59 to a player on both teams, Rule 25 (d) - (f) covering coincident major penalties will not be applicable.

For all matches penalties, regardless of when imposed, or prescribed additional penalties, a total of ten minutes shall be charged in the records against the offending player.

(b) A player incurring a match penalty shall be investigated promptly by the FIRS Commission which shall have full power to impose such further penalty as deemed fitting.

(c) A match penalty shall disqualify that player for the remainder of the tournament.

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## **RULES OF THE GAME**

### **SECTION IV (cont.) & SECTION V**

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#### **RULE TWENTY EIGHT - PENALTY SHOT**

**(a) Any infraction of the rules which calls for a "Penalty Shot" shall be taken as follows:**

**The Referee shall cause to be announced over the public address system the name of the player designated by him or selected by the team entitled to take the shot (as appropriate) and shall then place the puck on the center face-off spot and the player taking the shot will, on the whistle of the Referee, play the puck from there and shall attempt to score on the goalkeeper. The goaltender must stay in the crease until the referee sounds the whistle. The player taking the shot must keep the puck in motion towards the opponent's goal line and once it is shot the play shall be considered complete. No goal can be scored on a rebound of any kind and any time the puck crosses the goal line the shot shall be considered complete.**

**(b) The goalkeeper may attempt to stop the shot in any manner except by throwing his stick or any other object, in which case a goal shall be awarded.**

**NOTE: See Rule 71.**

**(c) In cases where a penalty shot has been awarded under Rule 61 (h) (for illegal entry into the game), under Rule 71 (a) (for throwing a stick) and under Rule 74 (for fouling from behind), the Referee shall designate the player who has been fouled as the player who takes the penalty shot.**

**In cases where a penalty shot has been awarded under Rule 49 (falling on the puck in the crease), or Rule 53 (d) (picking up the puck from the crease area), the penalty shot shall be taken by a player selected as the Captain of the non-offending team from the players on the floor at the time when the foul was committed. Such selection shall be reported to the Referee and cannot be changed.**

**If by reason of injury the player designated by the Referee to take the penalty shot is unable to do so within a reasonable time, the shot may be taken by a player selected by the Captain**

of the non-offending team from the players on the floor when the foul was committed. Such selection shall be reported to the Referee and cannot be changed.

(d) Should the player in respect to whom a penalty shot has been awarded himself commit a foul in connection with the same play or circumstances, either before or after the penalty has been awarded, be designated to take the shot, he shall first be permitted to do so before being sent to the penalty bench to serve the penalty.

If at the time a penalty shot is awarded and the goalkeeper of the penalized team has been removed from the floor to substitute another player, the goalkeeper shall be permitted to return to the floor before the penalty shot is taken.

(e) If a goal is scored from a penalty shot, the puck shall be faced at center floor in the usual way. If a goal is not scored the puck shall be faced at either of the end face-off spots in the zone in which the penalty shot has been tried.

(f) Should a goal be scored from a penalty shot, a further penalty to the offending player shall not be applied unless the offense for which the penalty shot was awarded was such as to incur a major or match penalty, in which case the penalty prescribed, for the particular offense, shall be imposed.

If the offense for which the penalty shot was awarded was such as would normally incur a minor penalty, then regardless of whether the penalty shot results in a goal or not, no further minor penalty shall be served.

(g) If the foul upon which the penalty shot is based occurs during actual playing time the penalty shot shall be awarded and taken immediately in the usual manner notwithstanding any delay occasioned by a slow whistle by the Referee to permit the play to be completed which delay results in the expiration of the regular playing time in any period.

(h) All players, except player taking penalty shot, must go to the player bench.

(i) If an opposing player other than the goalkeeper interferes with a player taking a penalty shot, a goal will be automatically awarded whether or not goal was made.

The time required for the taking of a penalty shot will not be included in the regular playing time of any overtime.

## **RULE TWENTY NINE - GOALKEEPER PENALTIES**

**(a) A goalkeeper shall not be sent to the penalty bench for an offense which incurs a minor penalty, but instead the minor penalty shall be served by a player to be designated by the Manager or Trainer (Coach) of the offending team through the playing Captain and such substitute shall not be changed.**

**(b) A goalkeeper shall not be sent to the penalty bench for an infraction of the rules which calls for a major penalty, but instead the major penalty shall be served by a player to be designated by the manager or coach of the offending team through the playing Captain and such substitute shall not be changed.**

**(c) Should a goalkeeper incur a misconduct penalty, this penalty shall be served by another member of his team who was on the floor when the offense was committed, said player to be designated by the manager or coach of the offending team through the playing Captain.**

**(d) Should a goalkeeper incur a game misconduct penalty, his place then will be taken by a member of his own team, or by a regular substitute goalkeeper who is available, and such player will be allowed the goalkeeper's full equipment.**

**(e) Should a goalkeeper incur a match penalty his place will then be taken by a member of his own team, or by a substitute goalkeeper who is available, and such player will be allowed the goalkeeper's equipment. A ten minute time period shall be allowed for this change. However, any additional penalties as specifically called for by the individual rules covering match penalties, will apply, and the offending team shall be penalized accordingly; such additional penalty to be served by another member of the team on the floor at the time the offense was committed, said player to be designated by the manager or coach of the offending team through the playing Captain (see Rules 40, 45 and 59).**

**(f) When a goalkeeper leaves the immediate vicinity of his goal crease and takes part in any altercation he shall be given a game misconduct penalty.**

**NOTE: All penalties imposed on a goalkeeper regardless of who serves the penalty or any substitution, shall be charged in the records against the goalkeeper.**

**(g) If a goalkeeper participates in the play in any manner when he is beyond the center line a minor penalty shall be imposed on him.**

**(h) Any player (including goalkeeper) who deliberately displaces the goal post to prevent a breakaway scoring opportunity by the opposing team or deliberately displaces the goal post during an ideal scoring opportunity by the opposing team, will result in a penalty shot awarded to the opposing team.**

### **RULE THIRTY - DELAYED PENALTIES**

**(a) If a third player of any team shall be penalized while two players of the same team are serving penalties, the penalty time of the third player shall not commence until the penalty time of one of the two players already penalized shall have elapsed. Nevertheless, the third player penalized must, at once, proceed to the penalty bench but may be replaced by a substitute until such time as the penalty time of the penalized player shall commence.**

**(b) When any team shall have three players serving penalties at the same time and because of the delayed penalty rule, a substitute for the third offender is on the floor, none of the three penalized players on the penalty bench may return to the floor until play has been stopped. When play has been stopped, the player whose full penalty has expired, may return to the play.**

**However, the Penalty Timekeeper shall permit the return to the floor in the order of expiration of their penalties, of a player or players by reason of the expiration of their penalties and, the penalized team is entitled to have more than four players on the floor.**

**(c) In the case of delayed penalties, the Referee shall instruct the Penalty Timekeeper that penalized players whose penalties have expired shall only be allowed to return to the floor when there is a stoppage of play.**

**When the penalties of two players of the same team will expire at the same time the Captain of that team will designate to the Referee which of such players will return to the floor first, and the Referee will instruct the Penalty Timekeeper accordingly.**

**When a major and a minor penalty are imposed at the same time on players of the same team the Penalty Timekeeper will record the minor as being the first of such penalties.**

**NOTE: This applies to the case where the two penalties are imposed on DIFFERENT players of the same team (see also NOTE to Rule 24).**

### **RULE THIRTY ONE - CALLING OF PENALTIES**

**(a) Should an infraction of the rules which would call for a minor, major or match penalty be committed by a player of the side in possession of the puck, the Referee shall immediately blow his whistle and give the penalties to the deserving players.**

**The resulting face-off shall be made at the face-off spot nearest where the play stopped or at center floor so as not to disadvantage the non-offering team.**

**(b) Should an infraction of the rules which call for a minor, major, misconduct, or match penalty be committed by a player of the team not in possession of the puck, the Referee shall signify the calling of a delayed penalty by raising his right arm straight above his head and point with his left hand at the offending player, and on completion of the play by the team in possession or loss of possession to the defending team. The Referee will immediately blow his whistle and assess the penalty to the offending player.**

**The resulting face-off shall be made at the nearest face-off spot to where the play stopped or at center floor so as not to disadvantage the non-offending team.**

**If the penalty to be imposed is a minor penalty, and a goal is scored on the play by the non-offending team the minor penalty shall not be imposed, but major and match penalties shall be imposed in the normal manner regardless of whether a goal is scored or not. (The penalty shall be recorded by the scorekeeper.)**

**NOTE: "Completion of the play by the team in possession." This rule means that the puck must have come into the possession and control of an opposing player or has been "frozen." This does not mean a rebound off the goalkeeper, the goal cage or any accidental contact with the body or equipment of an opposing player.**

**NOTE: If after the Referee has signaled a penalty but before the whistle has been blown the puck shall enter the goal of the non-offending team as the direct result of the action of a player of that team, the goal shall be allowed and the penalty signaled shall be imposed in the normal manner.**

**NOTE: If when a team is "short-handed" by reason of one or more minor or bench minor penalties the Referee signals a further minor penalty against the "short-handed" team and a goal is scored by the non-offending side before**

**the whistle is blown then the delayed penalty shall be served and the first of the minor penalties already being served shall automatically terminate under Rule 24 (c).**

**(c) Should the same offending player commit other fouls on the same play either before or after the Referee has blown his whistle, the offending player shall serve such penalties consecutively.**

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## **SECTION V**

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### **RULE THIRTY TWO - APPOINTMENT OF OFFICIALS**

**(a) The FIRS Commission shall appoint the best referees available.**

**(b) All Referees and minor officials must be treated with courtesy at all times during the entire tournament by all players and officials of all countries.**

**Any infraction of this rule will be reported to the FIRS Commission which may assess such penalties as the infraction warrants.**

**(c) Two Referees will be used in all games if available. They shall have similar duties, but in areas of controversy the decision of the Chief Referee will be final.**

**(d) A Chief Referee shall have full authority and final decision in all matters of dispute. His decision shall be final on all questions of fact and not subject to appeal.**

**(e) A Referee shall not be used in any championships unless recommended in writing by the National Federation or appointed by the FIRS Commission.**

**NOTE: All letters of recommendation for Referees must be forwarded to the FIRS Commission for approval.**

**NOTE: All Referees operating within the jurisdiction of the FIRS Commission must be affiliated with a National Federation and have a valid hockey referee commission card.**

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## **RULES OF THE GAME**

### **SECTION V (cont.) & SECTION VI**

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#### **RULE THIRTY THREE - REFEREE**

- (a) The Referees are the official representatives of the FIRS Commission. They shall be in full control of players on and off the floor. Minor officials and the officials connected with the competing clubs and the Referees will be backed to the limit in all legitimate circumstances.**
- (b) The Referees shall see that the teams are called to the floor at the appointed time for the commencement of each game, and at the start of each regulation and overtime period. The Referees shall remain on the floor at the conclusion of each period, and any overtime, until the players have proceeded to their benches or dressing room.**
- (c) The Referees shall check the equipment worn by any player when requested to do so by the manager or coach of either team.**
- (d) The Referees shall assess all penalties as prescribed by the rules for the infractions thereof.**
- (e) The Chief Referee shall have the final decision on all goals, disputed or not. The Referee may consult with the goal judge (if used) before giving his final decision.**
- (f) Before starting the game, the Referees shall see that the appointed game timekeeper, penalty timekeeper, official scorer and goal judges are in their respective places.**
- (g) The Referees shall announce to the official scorer the duration of the penalties and the rule infractions involved, and also to whom the goals and assists are to be credited.**
- (h) After each game, the Referees shall check and sign the official game report and return it to the official scorer.**
- (i) If the Referees cannot appear for the match the meet director shall appoint a referee.**

**(j) If the regularly scheduled appointed officials appear during the progress of the game they shall replace the temporary officials immediately.**

**(k) The Referees in charge shall be a thoroughly disinterested party.**

**(l) All Referees shall be dressed in dark blue or black trousers and a striped shirt or attire approved by the FIRS Commission.**

**(m) Referees are required to report on the official game report all misconduct and gross misconduct and match penalties immediately following the game involved giving full details to the FIRS Commission. Such reports are to be confidential.**

#### **RULE THIRTY FOUR - GOAL JUDGES (optional)**

**(a) There shall be one goal judge behind each goal. They shall not be members of either competing team nor shall they be replaced during the progress of the game unless it becomes apparent that either goal judge on account of partisanship or any other cause is guilty of giving unjust decisions. In such cases the Referee in charge may appoint another goal judge to act in his place.**

**(b) Each goal judge must be stationed in the designated area behind the goal for the duration of the game and shall not change ends at any time after the games begins. Their jurisdiction is limited to that game only.**

**(c) In the event of a goal being claimed, the goal judge of that goal shall decide whether or not the puck has passed between the goal posts and entirely over the goal line. His decision will simply be goal or no goal.**

**NOTE: See Rule 33 (e).**

**(d) The use of goal judges and their positioning will be at the discretion of the meet director.**

#### **DUTIES OF A GOAL JUDGE**

**(a) To extend both hands in the air above his head when the puck has completely passed over the goal line between the goal posts.**

**(b) He must keep an accurate count of saves by the goalie.**

**NOTE: A save is only when a goal would be scored except the goalie stopped it.**

**(c) The goal judge should assist the Referee on a decision as to whether an opposing player was in the crease before the puck entered the crease.**

**(d) Check the net to make sure there are no holes that the puck can get through.**

**(e) See that at all times the goal cage is kept in its correct position of the floor.**

**(f) When the goalie has frozen the puck and it becomes unplayable the goal judge should extend one arm above his head to signal to the Referee.**

**(g) When a spot is made on goal and it does not score, the goal judge shall extend his arms straight like a safe signal in baseball.**

#### **RULE THIRTY FIVE - PENALTY TIMEKEEPER**

**(a) The penalty timekeeper shall keep the time served by each penalized player during the game and upon request inform the penalized player of the unfinished time of his penalty.**

**(b) If a player leaves the penalty bench before his time has expired the penalty timekeeper shall note the time and signal the Referee who will stop the play as soon as possible.**

**(c) Where public address systems are used, the penalty timekeeper shall announce or have announced the name of each penalized player the nature of the offense and the penalty assessed.**

#### **RULE THIRTY SIX - OFFICIAL SCORER**

**(a) The official scorer shall enter into the official game report a correct record of the goals scored, who scored, and to whom credit is given for assists if any. The scorer shall also keep a correct record of all penalties assessed stating the names and numbers of the penalized players, the duration of each penalty, the infraction and the time the penalty was assessed.**

**(b) At the completion of each game the official scorer shall sign the official game report himself and have the Referee sign it. He shall then forward the game report to the designated FIRS Commission member.**

**(c) Prior to the start of the game, the official scorer shall obtain from the manager or coach of each team the complete line-up, verified and signed by the team official in charge. Captain and**

**Alternate Captain of each team shall be duly noted on the official game report.**

**(d) The official scorer shall submit the complete line-up of the competing teams to the Referee prior to the start of the game, and shall draw to his attention any case which he feels does not comply with the rules.**

**(e) The official scorer shall advise the Referee when the same player has received his second or third penalty or his second misconduct penalty in the same game.**

**(f) Where a public address system is used, the official scorer shall announce, or have announced, immediately following the scoring of each goal, the name of the player who scored the goal, and the name of each player who received an assist.**

#### **RULE THIRTY SEVEN - GAME TIMEKEEPER**

**(a) The game timekeeper shall record the time of the starting and finishing of each game, and all actual playing time during the game.**

**(b) The game timekeeper shall signal the Referee for the commencement of the game, the start of the second period, and for each overtime period.**

**If the rink is not equipped with an automatic buzzer, gong or siren or if this equipment should fail to operate, the game timekeeper shall, by means of a whistle, signal the end of each period, each overtime period, and the end of the game.**

**(c) The game timekeeper shall announce or have announced when TWO MINUTES of actual playing time remains in each regulation or overtime period.**

**(d) Record time of scores and penalties at expired time of the period. Record all times in minutes and seconds.**

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## **SECTION VI**

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### **RULE THIRTY EIGHT - ABUSE OF OFFICIALS AND OTHER MISCONDUCT**

**NOTE:** the enforcement of this rule the Referee has, in many instances, the option of imposing a "Misconduct Penalty" or a "Bench Minor Penalty".

In principle the Referee is directed to impose a "Bench Minor Penalty" in respect to the violations which occur on or in the immediate vicinity of the player bench but also off the playing surface, and in all cases affecting nonplaying personnel or players.

A "Misconduct Penalty" should be imposed for violations which occur on the playing surface or in the penalty bench area and where the penalized player is readily identifiable.

(a) A game misconduct shall be imposed on any player who uses obscene, profane or abusive language or gestures to any person or who persists in disputing or shows disrespect for the ruling of any official during a game or who intentionally knocks or shoots the puck out of the reach of an official who is retrieving it.

(b) A misconduct penalty shall be imposed on any player who bangs the boards with their sticks or any other equipment at any time.

(c) A misconduct penalty shall be imposed on any penalized player who does not proceed directly and immediately to the penalty box and take his place on the penalty bench.

Any player who (following a fight or other altercation in which he has been involved is broken up, and for which he is penalized) fails to proceed immediately to the penalty bench or who persists in continuing or attempting to continue the fight or altercation or who resists a Referee in the discharge of his duties shall incur a game misconduct penalty.

(d) A game misconduct penalty shall be imposed on any player who, after warning by the Referee, persists in any course of conduct (including threatening or abusive language or gestures or similar actions) designed to incite an opponent into incurring a penalty.

**(e) In the case of any club executive, manager, coach or trainer being guilty of such misconduct, he is to be removed from the building and his actions reported to the FIRS Commission.**

**(f) If any manager, coach or trainer is removed from the bench by order of the Referee, he must not sit near the bench of his team, nor in any way direct or attempt to direct the play of his team.**

**(g) A misconduct penalty shall be imposed against the offending team if any player, manager, coach or trainer uses obscene, profane or abusive language to any person or uses the name of any official coupled with any vociferous remarks.**

**(h) A misconduct penalty shall be imposed against the offending team if any player, manager, coach or trainer in the vicinity of the player bench or penalty bench throws anything on the floor during the progress of the game or during stoppage of play.**

**(i) A misconduct penalty shall be imposed against the offending team if any player, manager, coach or trainer interferes in any manner with any game official including Referee, timekeeper or goal judge in the performance of their duties.**

**NOTE: The Referee may assess further penalties under this rule or rule 24 B if deemed warranted.**

**(j) A misconduct penalty shall be imposed on any player or players who, except for the purpose of taking their positions on the penalty bench, enter or remain in the Referees crease while he is reporting to or consulting with any game official including timekeeper, penalty timekeeper, official scorer or announcer.**

#### **RULE THIRTY NINE - ADJUSTMENT TO CLOTHING AND EQUIPMENT**

**(a) Play shall not be stopped, nor the game delayed by reason of adjustment of clothing, equipment, shoes, skates or sticks.**

**(b) For an infringement of this rule, a minor penalty shall be given.**

**(c) The responsibility of maintaining clothing and equipment in proper condition shall be upon the player. If adjustments are required, the player shall retire from the floor and play shall continue without interruption using a substitute.**

**NOTE: In the event a player loses his helmet in the "process of a play" he will be allowed to continue "that play" but immediately following "that play" he must retrieve that helmet and immediately fasten that helmet onto his head. A violation will result in a two minute minor penalty for improper equipment.**

**(d) However, a goalkeeper, after a stoppage of play, with the permission of the Referee, may be allowed to make adjustments or repairs to clothing, equipment, shoes or skates.**

**A goalkeeper may also be permitted by the Referee to replace his mask but no time shall be allowed for repair or fitting a mask.**

**(e) For an infraction of a rule by a goalkeeper, a minor penalty shall be imposed.**

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## **RULES OF THE GAME**

### **SECTION VI (cont.)**

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#### **RULE FORTY - ATTEMPT TO INJURE**

(a) A match penalty shall be imposed on any player who deliberately attempts to injure an opponent, official, manager, coach or trainer in any manner, and the circumstances shall be reported to the FIRS Commissioner for further action. A substitute for the penalized player shall be permitted at the end of the fifth minute.

#### **RULE FORTY ONE - BOARDING**

(a) A minor or major penalty, at the discretion of the Referee based upon the degree of violence of the impact with the boards, shall be imposed on any player who body checks, cross checks, elbows, charges or trips an opponent in such a manner that caused the opponent to be thrown violently into the boards.

**NOTE:** unnecessary contact with a player carrying the puck which results in that player being knocked into the fence is "boarding" and must be penalized as such. In other instances where there is no contact with the fence it should be treated as "charging."

"Rolling" an opponent (if he is the puck carrier) along the fence where he is endeavoring to go through too small an opening is not boarding. However, if the opponent is not the puck carrier, then such action should be penalized as boarding, charging, interference, or if the arms or stick are employed it should be called holding or hooking.

#### **RULE FORTY TWO - BROKEN STICK**

(a) A player whose stick is broken may participate in the game provided he immediately drops his stick. A minor penalty shall be imposed for an infraction of this rule.

**NOTE:** A broken stick is one which, in the opinion of the Referee, is unfit for normal play.

(b) A goalkeeper may continue to play with the paddle portion of a broken stick until stoppage of play or until he has been legally provided with a stick.

**(c) A player whose stick is broken may not receive a stick thrown on the floor from any part of the rink, but must obtain one from the player bench. goalkeeper whose stick is broken may not receive a stick thrown on the floor from any part of the rink but may receive a stick from a teammate without proceeding to his player bench. A minor penalty plus a misconduct penalty shall be imposed on the player or goalkeeper receiving a stick illegally under this rule.**

**NOTE: A broken stick is one which, in the opinion of the Referee, is unfit for normal play.**

#### **RULE FORTY THREE CHARGING**

**(a) A minor or major penalty shall be imposed on a player who runs or jumps into or charges an opponent.**

**(b) A minor or major penalty shall be imposed on a player who charges a goalkeeper while the goalkeeper is within his goal crease.**

**A goalkeeper is NOT "fair game" just because he is outside the goal crease area. penalty for inference or charging (minor or major) should be called in every case where an opposing player makes unnecessary contact with a goalkeeper.**

#### **RULE FORTY FOUR - CROSS CHECKING AND BUTT-ENDING**

**(a) A minor or major penalty at the discretion of the Referee, shall be imposed on a player who "cross checks" or "butt-ends" an opponent.**

**(b) A minor or major penalty shall be imposed on a player who cross checks or butt-ends a goalkeeper while the goalkeeper is within his goal crease.**

**(c) A major penalty shall be imposed on any player who injures an opponent by cross checking or butt-ending.**

**NOTE: Cross check shall mean a check delivered with both hands on the stick and no part of the stick on the floor.**

#### **RULE FORTY FIVE - DELIBERATE INJURY OF OPPONENTS**

**(a) A match penalty shall be imposed on a player who deliberately injures an opponent in any manner.**

**(b) No substitute shall be permitted to take the place of the penalized player until five minutes actual playing time shall have elapsed, from the time the penalty was imposed.**

**(c) All such instances shall be reported to the FIRS Commission.**

#### **RULE FORTY SIX - DELAYING THE GAME**

**(a) No player or goalkeeper shall delay the game by deliberately shooting or batting the puck outside the playing area.**

**The Referee shall impose a minor penalty, immediately and without warning, against any player or goalkeeper who throws the puck outside the playing area.**

**(b) A minor penalty shall be imposed on any player (including goalkeeper) who delays the game by deliberately displacing a goalpost from normal position or puck from face-off circle. Any player (including goalkeeper) who deliberately displaces the goal post to prevent a breakaway scoring opportunity by the opposing team or deliberately displaces the goal post during an ideal scoring opportunity by the opposing team, will result in a penalty shot awarded to the opposing team.**

**(c) A bench minor penalty shall be imposed upon any team which, after warning by the Referee to its Captain or Alternate Captain to place the correct number of players on the floor and commence play, fails to comply with the Referee's direction and thereby causes any delay by making additional substitution, or in any other manner.**

#### **RULE FORTY SEVEN - ELBOWING AND KNEEING**

**(a) A minor penalty shall be imposed on any player who uses his elbow or knee in such a manner as to in any way foul an opponent.**

**(b) A major penalty shall be imposed on any player who injures an opponent as the result of a foul committed by using his elbows or knees.**

#### **RULE FORTY EIGHT - FACE-OFFS**

**(a) Players facing-off will stand facing their opponent's end of the rink approximately one stick length apart with the full blade of their stick on the floor.**

**Sticks of both players facing-off shall have the full blade on the floor and properly aligned on the tape. All other players must be at least ten feet away from the players facing-off and they must be on-side.**

**NOTE: If after warning by the Referee either of the players fail to take his proper position for the face-off promptly, the Referee shall replace the**

**offending player or players with another player on the floor. If either player or players still fail to take their proper position the Referee may assess a delay of game penalty against the offending player or players.**

**(b) In the conduct of any face-off anywhere on the playing surface no player shall make any physical contact with his opponent's body by means of his own body or by his stick except in the course of playing the puck after the face-off has been completed.**

**For violation of this rule the Referee shall impose a minor penalty or penalties on the player(s) whose action(s) caused the physical contact.**

**NOTE: "Conduct of any face-off" commences when the Referee designates the place of the face-off and the puck is in position.**

**(c) If a player facing-off fails to take his proper position immediately when directed by the official, the official may order him replaced for that face-off by any teammate then on the floor.**

**(d) A second violation of any of the provisions or sub-selection(s) hereof during the same face-off shall be penalized with a minor penalty to the player who commits the second violation of the rule.**

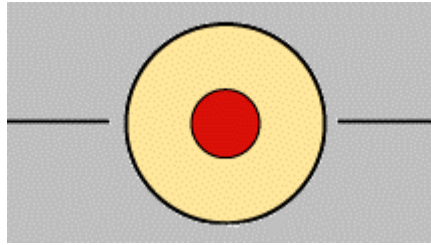
**(e) When an infringement of a rule has been committed or a stoppage of play has been caused by any player of the attacking side, the ensuing face-off shall be made on the neutral zone face-off spot.**

**NOTE: This includes stoppage of play caused by a player of the attacking side shooting the puck on to the back of the defending team's net without any intervening action by the defending team.**

**(f) When an infringement of a rule has been committed by players of both sides in the play resulting in the stoppage, the ensuing face-off will be made at the place of such infringement or at the place where play is stopped in cases where play is permitted to be completed unless otherwise expressly provided by these rules.**

**(g) When stoppage occurs between the end of face-off spots and near the end of the rink the puck shall be faced-off at the end face-off spot on the side where the stoppage occurs unless otherwise expressly provided by these rules.**

### Face-off diagram



45 cm or 18" diameter

**(h) Players must keep their sticks flat on the line for the face-off.**

**(i) When a goal is illegally scored as a result of the puck being deflected off the Referee directly into the net, the face-off shall be at either of the face-off spots in that zone.**

**(j) When the game is stopped for any reason not specifically covered in the official rules the puck must be face-off where it was last played.**

**(k) The Referee is under no obligation to wait for the players to get to the face-off spot. It is the players' responsibility to get there as quickly as possible. If one team is lined up and the other team is procrastinating the Referee can start the play by blowing the whistle.**

**NOTE: Once a team is in face-off position, the puck could be put into play within five seconds.**

### **RULE FORTY NINE - FALLING ON PUCK**

**(a) A minor penalty shall be imposed on a player other than the goalkeeper who deliberately falls on or gathers a puck into the body.**

**NOTE: Defensemen who drop to their knees to block shots should not be penalized if the puck is shot under them or becomes lodged in their clothing or equipment but any use of the hands to make the puck unplayable should be penalized promptly.**

**(b) A minor penalty shall be imposed on a goalkeeper who (when his body is entirely outside the boundaries of his own crease area and when the puck is behind the goal line) deliberately falls on or gathers the puck into his body or who holds or places the puck against the boards.**

**(c) No defending player except the goalkeeper will be permitted to fall on the puck or hold the puck or gather the puck into the body or hands with the puck is within the goal crease.**

**For infringement of this rule play shall immediately be stopped and a penalty shot shall be ordered against the offending team but no other penalty shall be given.**

**NOTE: This rule shall be interpreted so that a penalty shot will be awarded only when the puck is in the crease at the instant the play is stopped. However in cases where the puck is outside the crease Rule 49 (a) may still apply and a minor penalty may be imposed even though no penalty shot is awarded.**

#### **RULE FIFTY - FISTICUFFS (FIGHTING)**

**(a) A major penalty shall be imposed on any player who starts fisticuffs (fighting).**

**(b) A minor penalty shall be imposed on a player who having been struck shall retaliate with a blow or attempted blow. However, at the discretion of the Referee, a major or double minor penalty may be imposed if that player continues the altercation.**

**NOTE: The Referee is provided very wide latitude in the penalties which he may impose under this rule. This is done intentionally to enable him to differentiate between the obvious degrees of responsibility of the participants either for starting the fighting or persisting in continuing the fighting. discretion provided should be exercised realistically.**

**NOTE: Referees are directed to employ every means provided by these rules to stop "brawling" and should use Rule 38 (c) for this purpose unless the coincidental major penalty rule is involved.**

**(c) A misconduct or game misconduct penalty shall be imposed on any player involved in fisticuffs off the playing surface or with another player who is off the playing surface.**

**(d) A game misconduct penalty shall be imposed on any player or goalkeeper on the floor who first intervenes in an altercation then in progress.**

**(e) Any player assessed a major penalty for fighting will be automatically suspended for the remainder of that game and the next game played by his team.**

**NOTE: If the team that the suspended player is a member of draws a bye for their game, this penalty will be carried over to the next game that the team plays, even if the next game is in another division.**

**NOTE: The penalized team will place a man in the penalty box and play short-handed for the duration of the major penalty.**

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## **RULES OF THE GAME**

### **SECTION VI (cont.)**

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#### **RULE FIFTY ONE - GOAL AND ASSISTS**

**(a) A goal shall be scored when the puck has been put between the goal posts by the stick of a player of the attacking side from in front, and below the cross bar and entirely across the line the width of the diameter of the goal posts drawn on the floor from one goal post to the other.**

**(b) A goal shall be scored if the puck is put into the goal in any way by a player of the defending side. The player of the attacking side who last played the puck shall be credited with the goal but no assist shall be awarded.**

**(c) If an attacking player kicks the puck and it is deflected into the net by any player of the defending side except the goalkeeper, the goal shall be allowed.**

**The player who kicked the puck shall be credited with the goal but no assist shall be awarded.**

**(d) If the puck has been deflected into the goal by a shot of an attacking player by striking any part of the person or a player of the same side, a goal shall be allowed. The player who deflected the puck shall be credited with the goal. The goal shall not be allowed if the puck has been kicked, thrown or otherwise deliberately directed into the goal by any means other than a stick.**

**(e) If a goal is scored as a result of a puck being deflected directly into the net from an official, the goal shall not be allowed.**

**(f) Should a player legally propel a puck into the goal crease of the opponent's team and the puck should become loose and available to another player of the attacking side, a goal scored on the play shall be legal.**

**(g) Any goal scored other than as covered by the official rules shall not be allowed.**

**(h) A goal shall be credited in the scoring records to a player who shall have propelled the puck into the opponent's goal.**

**(i) When a player scores a goal, an assist shall be credited to the player who made the pass leading to a direct goal in the offensive zone; also when headmanning the puck leading to a breakaway.**

#### **RULE FIFTY TWO - GROSS MISCONDUCT**

**(a) The Referee may suspend from the game and order to the dressing room for the remainder of the game any player, manager, coach or trainer guilty of gross misconduct of any kind.**

**(b) If a player so dismissed is taking part in the game, he shall be charged with a game misconduct penalty, and a substitute shall be permitted.**

**(c) The Referee in charge is to decide on any violation and report the incident to the FIRS Commission for further action.**

**(d) If a player, coach or manager persists after warning from the Referee in continuing his gross misconduct, he shall be subject to suspension for a period of one year or more as determined by the FIRS Commission.**

#### **RULE FIFTY THREE - HANDLING PUCK WITH HANDS**

**(a) If a player, except the goalkeeper, closes his hand intentionally on the puck, the play shall be stopped and a minor penalty shall be imposed on him. A goalkeeper who holds the puck with his hands for longer than three seconds shall be given a minor penalty, if there are no attacking players in the immediate vicinity.**

**(b) A goalkeeper shall not deliberately hold the puck in any manner which in the opinion of the Referee causes a stoppage of play, nor deliberately drop the puck into his pads or onto the goal net, nor deliberately pile up obstacles at or near his net, that in the opinion of the Referee would tend to prevent the scoring of a goal.**

**NOTE: The object of the entire rule is to keep the puck moving continuously and any action taken by the goalkeeper which causes an unnecessary stoppage must be penalized without warning.**

**(c) The penalty for infringement of this rule by the goalkeeper shall be a minor penalty.**

**NOTE: In the case of a puck thrown forward by the goalkeeper being taken by an opponent, the Referee shall allow the resulting play to be completed, the play shall be stopped for a forward hand pass by the goaltender with a face-off resulting.**

**(d) A minor penalty shall be imposed on a player except the goalkeeper who, while play is in progress, picks up the puck off the floor with his hands.**

**If a player, except the goalkeeper, picks up the puck from the floor in the crease area with his hand while play is in progress, the play shall be stopped immediately and a penalty shot shall be awarded to the non-offending team.**

**(e) A player shall be permitted to stop or "bat" a puck in the air with his open hand, or push it along the floor with his hand, and the play shall not be stopped unless in the opinion of the Referee he has deliberately directed the puck to a teammate, in which case the play shall be stopped and the puck faced-off at the spot where the offense occurred.**

**NOTE: The object of this rule is to ensure continuous action and the Referee should NOT stop play unless he is satisfied that the directing of the puck to a teammate was in fact DELIBERATE.**

**The puck may not be batted with the hand directly into the net at any time, but a goal shall be allowed when the puck has been legally batted and is deflected into the goal off a defending player except the goalkeeper.**

#### **RULE FIFTY FOUR - HIGH STICKS**

**(a) The carrying of sticks above the normal height of the shoulder is prohibited, and a minor penalty may be imposed on any player violating this rule, at the discretion of the Referee.**

**(b) A goal scored from a stick so carried shall not be allowed, except by a player of the defending team.**

**(c) When a player carries or holds any part of his stick above the height of his shoulder so that injury to the face or head of an opposing player results, the Referee shall have no alternative but to impose a major penalty on the offending player.**

**(d) Batting the puck above the normal height of the shoulders with the stick is prohibited and when it occurs there shall be a whistle and ensuing face-off at the spot where the offense occurred unless:**

1) the defending player batted the puck to an opponent in which case the play shall continue, or

2) a player of the defending side batted the puck into his own goal in which case the goal shall be allowed.

(e) When either team is below the numerical strength of its opponent and a player of the team of greater numerical strength causes a stoppage of play by striking the puck with his stick above the height of his shoulder, the resulting face-off shall be made at one of the end face-off spots adjacent to the goal of the team causing the stoppage.

NOTE: Exception to this rule: when the stick is shifted from one hand to the other over the head so the player can play the puck, unless it endangers another player. At the beginning and ending of a slap shot the stick may be above shoulder height.

(f) When a high stick is swung at a high puck near another player, it shall be called for highsticking and a minor penalty assessed.

(g) The only time the stick is an extension of the body is when it is in the opposing goalkeepers crease before the puck has entered the crease.

NOTE: No contact on an opponent need occur to call a highsticking penalty.

#### **RULE FIFTY FIVE - HOLDING AN OPPONENT**

(a) A minor penalty shall be imposed on a player who holds an opponent with hands, legs, feet or stick or in any other way.

#### **RULE FIFTY SIX - HOOKING**

(a) A minor penalty shall be imposed on a player who impedes or seeks to impede the progress of an opponent by hooking with his stick.

(b) A minor penalty shall be imposed on any player who injures an opponent by hooking.

NOTE: When a player is checking another in such a way that there is only stick-to-stick contact, such action is NOT either hooking or holding. He may turn the stick down over the opponent's stick.

#### **RULE FIFTY SEVEN - INTERFERENCE**

(a) A minor penalty shall be imposed on a player who interferes with or impedes the progress of an opponent who is not in

possession of the puck, or who deliberately knocks a stick out of an opponent's hand or who prevents a player who has dropped his stick from regaining possession of it or who knocks or shoots any abandoned or broken stick or illegal puck or other debris towards an opposing puck carrier in a manner that could cause him to be distracted.

**NOTE:** The last player to touch the puck, other than a goalkeeper, shall be considered the player in possession. In interpreting this rule the Referee should make sure which of the players is the one creating the interference. Often it is the action and movement of the attacking player which causes the interference since the defending players are entitled to "stand their ground" or "shadow" the attacking players. Players of the side in possession shall not be allowed to "run" deliberate interference for the puck carrier.

**(b)** A minor penalty shall be imposed if any player on the player bench or on the penalty bench who by means of his stick or his body interferes with the movement of the puck or of any opponent on the floor during the progress of play.

**(c)** A minor penalty shall be imposed on a player who, by means of his stick or his body, interferes with or impedes the movements of the goalkeeper by actual physical contact, while he is in his goal crease area unless the puck is already in that area.

**(d)** Unless the puck is in the goal crease area, a player of the attacking side not in possession may not stand on the goal crease line or in the goal crease or hold his stick in the goal crease area, and if the puck should enter the net while such a condition prevails, a goal shall not be allowed, and the puck shall be faced in the neutral zone at the face-off spot nearest the attacking zone of the offending team.

**(e)** If a player of the attacking side has been physically interfered with by the action of any defending player so as to cause him to be in the goal crease, and the puck should enter the net while the player so interfered with, is still within the goal crease, the goal shall be allowed.

**(f)** If when the goalkeeper has been removed from the floor any member of his team not legally on the floor including the manager, coach or trainer interferes by means of his body or stick or any other object with the movement of the puck or an opposing player, the Referee shall immediately award a goal to the non-offending team.

**NOTE:** A penalty for interference should be called in every case where an opposing player makes unnecessary contact with the player in possession.

**NOTE: The attention of Referees is directed particularly to three types of offensive interference which should be penalized.**

- 1) When the defending team secures possession of the puck in its own end and the other players of that team run interference for the puck carrier by forming a protective screen against forecheckers;**
- 2) When a player facing-off obstructs his opposite number after the face-off when the opponent is not in possession of the puck;**
- 3) When the puck carrier makes a drop pass and follows through so as to make bodily contact with an opposing player.**

**NOTE: All offensive or defensive players may attempt to establish positional territory in front of either goal. The incidental contact that occurs in so doing shall not be considered interference or unnecessary roughness. However, should a player from either team run at his opponent, or make a body check, the Referee, at his discretion, may assess a minor penalty for interference, charging or unnecessary roughness.**

#### **RULE FIFTY EIGHT - INTERFERENCE BY SPECTATORS**

**(a) In the event of a player being held or interfered with by a spectator, the Referee shall blow the whistle and play shall be stopped, unless the team of the player interfered with is in possession of the puck at the time, then the play shall be allowed to be completed before blowing the whistle, and the puck shall be faced-off at the spot where last played at the stoppage.**

**NOTE: The Referee shall report to the league for disciplinary action, all cases in which a player becomes involved in an altercation with a spectator but no penalty should be imposed.**

**(b) In the event that objects are thrown on the floor which interfere with the progress of the game the Referee shall blow the whistle and stop the play, and the puck shall be faced-off at the spot the play is stopped.**

#### **RULE FIFTY NINE - KICKING PLAYER**

**(a) A match penalty shall be imposed on any player who kicks or attempts to kick another player, but a substitute shall be permitted at the end of the fifth minute.**

**NOTE: When actual injury results, this foul may be penalized also as a deliberate injury under Rule 45.**

#### **RULE SIXTY - KICKING THE PUCK**

**(a) Kicking the puck shall be permitted in all zones, but a goal may not be scored by the kick of an attacking player except if an attacking player kicks the puck and it is deflected into the net by any player of the defending side, except the goalkeeper.**

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## **RULES OF THE GAME**

### **SECTION VI (cont.)**

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#### **RULE SIXTY ONE - LEAVING PLAYER OR PENALTY BENCH**

**(a) No player may leave the player bench at any time to enter an altercation, but substitutions shall be permitted provided the player so substituted does not enter the altercation.**

**Likewise no player on or near the penalty bench (not on the floor) shall participate in any fight or other altercation with any opposing player on the floor.**

**(b) A misconduct penalty shall be imposed on each player violating the rule. The Referee shall report all such infractions to the FIRS Commission which shall have full power to impose such further penalty as deemed fitting.**

**(c) Except at the end of each period, or on expiration of penalty, no player may at any time leave the penalty bench.**

**(d) A penalized player who leaves the penalty bench before his penalty has expired, whether play is in progress or not, but does not enter an altercation, shall incur an additional minor penalty, after serving his unexpired time.**

**(e) Any penalized player leaving the penalty bench during the stoppage of play, and entering an altercation shall incur a minor penalty plus a ten minute misconduct penalty, after serving his unexpired time.**

**(f) If a player leaves the penalty bench before his penalty is fully served, the penalty timekeeper shall note the time and signal the Referee who will immediately stop the play.**

**(g) In the case of a player returning to the floor before his time has expired through an error by the penalty timekeeper, he is not to serve an additional penalty, but must serve his unexpired time.**

**(h) If a player of an attacking side in possession of the puck shall be in such a position as to have no opposition between him and the opposing goalkeeper, and while in such position he shall be interfered with by a player of the opposing side who**

shall have illegally entered the game, the Referee shall award a penalty shot against the side to which the offending player belongs.

(i) If the opposing goalkeeper has been removed and an attacking player in possession of the puck shall have no player of the defending team to pass and a stick or a part thereof is thrown by an opposing player or the player is fouled from behind thereby being prevented from having a clear shot on an open goal, a goal shall be awarded against the offending team.

If when the opposing goalkeeper has been removed from the floor, a player of the side attacking the unattended goal is interfered with by a player who shall have entered the game illegally, the Referee shall immediately award a goal to the non-offending team.

(j) Any non-playing coach, trainer or manager who gets on the floor after the start of the game without permission of the Referee shall automatically be suspended from the game.

(k) If a penalized player returns to the floor from the penalty bench before his penalty has expired by his own error or the error of the penalty timekeeper, any goal scored by his own team while he is illegally on the floor shall be disallowed, but all penalties imposed on either team shall be served as regular penalties.

(l) If a player illegally enters the game from his own player bench, any goal scored by his own team while he is illegally on the floor shall be disallowed, but all penalties imposed against either team shall be served as regular penalties.

## **RULE SIXTY TWO - MOLESTING OFFICIALS**

(a) Any player who touches or holds a Referee, or any game official, with his hand or stick or trips or body checks any such officials, shall automatically receive a minimum ten minute penalty for misconduct for the first offense, and a minimum game misconduct penalty for a second offense, in the same game. Depending upon the incident a match penalty may be called. The use of a substitute for the player so suspended shall be permitted.

(b) Any player who holds or strikes an official shall constitute a match penalty and shall be suspended from the remainder of the tournament.

**(c) Any manager, coach or trainer who holds or strikes an official, shall be automatically suspended from the game, ordered to the dressing room, and disciplinary action shall be taken by the FIRS Commission.**

#### **RULE SIXTY THREE - OBSCENE OR PROFANE LANGUAGE OR GESTURES**

**(a) Players shall not use obscene or profane language or gestures on the floor or anywhere in the rink. For violation of this rule a misconduct penalty shall be imposed except when the violation occurs in the vicinity of the player bench in which case a bench minor penalty shall be imposed.**

**(b) Managers, coaches and trainers shall not use obscene or profane language or gestures anywhere in the rink. For violation of this rule a bench minor penalty shall be imposed.**

**NOTE: It is the responsibility of all game officials and all team officials to send a confidential report to the FIRS Commission setting out the full details concerning the use of obscene gestures by any player, coach or other official. The FIRS Commission shall take further disciplinary action as deemed appropriate.**

#### **RULE SIXTY FOUR - PUCK OUT OF BOUNDS OR UNPLAYABLE**

**(a) When the puck goes outside the playing area to either end, or either side of the rink or strikes any obstacles above the playing surface other than the boards, glass or wire it shall be faced-off from where it was shot or deflected, unless otherwise expressly provided in these rules.**

**(b) When the puck becomes lodged in the netting on the outside of either goal so as to make it unplayable, or if it is frozen between opposing players intentionally or otherwise, the Referee shall stop the play and face-off the puck at either of the adjacent face-off spots unless in the opinion of the Referee, the stoppage was caused by a player of the attacking team, in which case the resulting face-off shall be conducted at the nearest face-off spot adjacent to the goal of the offending player or center line face-off spots.**

**NOTE: This includes stoppage of play caused by the player of the attacking side shooting the puck onto the back of the defending team's net without any intervening action by the defending team.**

**The defending team and/or the attacking team may play the puck off the net at any time. However should the puck remain on the net for longer than three seconds play shall be stopped and a face-off shall take place in the end face-off zone except when the**

stoppage is caused by the attacking team, then the face-off shall take place on the face-off spot at the center circle.

(c) A minor penalty shall be imposed on a goalkeeper who deliberately drops the puck on the goal netting to cause a stoppage of play.

(d) If the puck comes to rest on top of the boards surrounding the playing area it shall be considered to be in play and may be played legally by hand or stick.

#### **RULE SIXTY FIVE - PUCK MUST BE KEPT IN MOTION**

(a) The puck must be kept in motion at all times.

(b) Except to carry the puck behind the goal a side possession of the puck in its own defense area shall always advance the puck towards the opposing goal except if it shall be prevented from so doing by players of the opposing side or if the offensive team is short handed.

For the first infraction of this rule play shall be stopped and a face-off will be taken at the spot adjacent to the goal of the team causing the stoppage and the Referee shall warn the Captain or Alternate Captain or the offending team of the reason for the face-off. For a second violation by any player of the same team in the same period a minor penalty shall be imposed on the player violating the rule.

(c) A minor penalty shall also be imposed on any player who deliberately holds the puck against the boards in a manner unless he is being checked by an opponent.

(d) For an infringement of this rule the face-off shall be at the nearest end face-off spot adjacent to the offender's goal.

#### **RULE SIXTY SIX - PUCK OUT OF SIGHT AND ILLEGAL PUCK**

(a) Should a scramble take place or a player accidentally fall on the puck and the puck be out of sight of the Referee, the Referee shall immediately blow his whistle and stop play. There will be a face-off at the nearest face-off spot.

(b) If at any time while play is in progress a puck other than the one legally in play shall appear on the playing surface the play shall not be stopped but shall continue with the legal puck until the play in progress is completed by change of possession.

At the Referee's discretion if the legal puck is interfered in play, the Referee shall stop the play immediately.

## **RULE SIXTY SEVEN - REFUSING TO START PLAY AND FORFEITURE**

**(a) If when both teams are on the floor one team for any reason shall refuse to play when ordered to do so by the Referee, he shall warn the Captain or Alternate Captain and allow the team so refusing fifteen seconds within which to begin the game or resume play. If at the end of that time the team shall still refuse to play the Referee shall impose a two minute penalty on a player of the offending team to be designated by the manager or coach of that team through the Captain. Should there be a repetition of the same incident the Referee shall have no alternative but to declare that the game be forfeited to the non-offending club and the case shall be reported to the FIRS Commission for further action.**

**(b) If a team when ordered to do so by the Referee through its manager or coach fails to go on the floor and start within five minutes, the game shall be forfeited and the case shall be reported to the FIRS Commission for further action.**

**(c) A forfeiture of a game shall be declared for the following reasons:**

**1) At the start of a game (referee's whistle to put puck in play) a team does not have four skaters and a goalie on the floor in full and required uniform.**

**2) By the team captain submitting in writing and accepted by meet director that the team will not be able to play a particular game. In this event the opposing team does not need to suit up or make appearance at the game, but shall still be awarded the victory.**

**3) Due to injury or illness during the game a team cannot field (when at full strength) four skaters and a goalie to continue this game.**

**(d) In the event of a forfeit then the following scoring statistics shall be awarded:**

**1) The forfeiting team shall be awarded zero points (a loss) for the game. The opposing team shall be awarded two points (a victory for the game). The score of the game shall be recorded as 1 to 0.**

**2) The Captain of the victorious team shall be awarded one goal. (This may not be substituted to any other player.) There shall be no assists awarded.**

**3) The goalies of either team shall not be accessed with a shot, save or goal against.**

**(e) A team may forfeit one game per tournament without recourse to that team's status for the tournament. If the same team forfeits a second game at a tournament, that team shall be disqualified for the remainder of any tournament games.**

**In the event of the removal of a team from the tournament (by forfeiture of two games), the following statistical change shall take place:**

**1) All statistics of the removed team and team players shall be removed from official the stats. This is to include all team points, all goals scored, assists, saves, goals against, penalty minutes and all other pertinent statistics.**

**2) Any and all teams that have already played the forfeiting team must also have the stats erased as though the game had not been played.**

**NOTE: The removal of all penalty minutes will not remove action taken or to be taken by the meet director or the committee as to major penalties, game misconduct, ten minute miscellaneous or match penalties that were imposed on forfeiting team players.**

**NOTE: The FIRS Commission shall issue instructions pertaining to records, etc. of a forfeited game.**

#### **RULE SIXTY EIGHT - SLASHING**

**(a) A minor or major penalty at the discretion of the Referee shall be imposed on any player who impedes or seeks to impede the progress of an opponent by "slashing" with his stick. Any stick to body contact enacted by the pursuing player will be considered slashing. No matter how hard the stick to body contact is, it shall be considered a minor penalty.**

**(b) A major penalty shall be imposed on any player who injures an opponent by slashing. When a major penalty is imposed under this rule for a foul resulting in injury to the face or head of an opponent, an automatic major penalty shall be imposed.**

**NOTE: Referees should penalize as slashing any player who swings his stick at any opposing player (whether in or out of range) without actually striking him or where a player on the pretext of playing the puck makes a wild swing at the puck with the object of intimidating an opponent.**

**(c) Any player who swings his stick at another player in the course of any altercation shall be subject to a major penalty to be imposed by the Referee.**

**(d) Any player not in possession of the puck cannot have any stick contact upon the goalkeeper or it will be considered a slashing penalty.**

**NOTE: The Referee shall impose the normal appropriate penalty provided in the other sections of this rule and shall in addition report promptly to the FIRS Commission all infractions under this section.**

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## **RULES OF THE GAME**

### **SECTION VI (cont.)**

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#### **RULE SIXTY-NINE - SPEARING**

(a) A major penalty, at the discretion of the Referee, shall be imposed on a player who spears or attempts to spear an opponent.

NOTE: "Attempt to spear" shall include all cases where a spearing gesture is made regardless of whether bodily contact is made or not.

(b) A major penalty shall be imposed on any player who injures an opponent by spearing. This should be treated as a deliberate attempt to injure under Rule 40.

NOTE: "Spearing" shall mean stabbing an opponent with the point of the stick blade while the stick is being carried with one hand or with both hands.

#### **RULE SEVENTY - START OF GAME AND PERIODS**

(a) The game shall be commenced at the time scheduled by a "face-off" in the center of the rink and shall be renewed promptly at the conclusion of each intermission in the same manner.

No delay shall be permitted by reason of any ceremony, exhibition, demonstration or presentation unless consented to reasonably in advance by the meet director.

(b) Home clubs shall have the choice of goals to defend at the start of the game except where both player benches are on the same side of the rink, in which case the home club shall start the game defending the goal nearest to its own bench. The teams shall change ends for each succeeding regular or overtime period.

(c) During the pre-game warm-up and before the commencement of play in any period, each team shall confine its activity to its own end of the rink.

NOTE: All players must be dressed and ready to play ONE HOUR prior to their scheduled playing time, or game will be forfeited.

**(d) All players must be in full uniform to take the floor for warm-ups.**

#### **RULE SEVENTY ONE - THROWING STICK**

**(a) When any player of the defending side, including the goalkeeper, deliberately throws his stick or any part thereof or any other object, at the puck in his defending zone, the Referee shall allow the play to be completed and if a goal is not scored a penalty shot shall be awarded to the non-offending side, which shot shall be taken by the player designated by the Referee as the player fouled.**

**If, however, the goal is unattended and the attacking player has no defending player to pass and has a chance to score on an open net, a goal shall be awarded to the attacking side.**

**(b) A major penalty shall be imposed on any player who throws his stick, of any part thereof or any other object, in any area except when such an act has been penalized by the award of a penalty shot of a goal.**

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

**The Referee shall report promptly to the FIRS Commission for disciplinary action every case where a stick or any part thereof is thrown outside the playing area.**

#### **RULE SEVENTY TWO - GAME TIME AND TIME OUTS**

**(a) The game shall be played in two 20 minute periods with a five-minute rest permitted between each period, after which the teams shall change ends and benches. One time-out of one-minute duration per team per half will be available**

**(b) For single game matches, etc. where ties are not desirable, should the score be tied at the end of regular time, a three-minute rest will be allowed and the teams will begin a sudden death play-off with the announcement that the first team to score will be declared the winner. If no team has scored after ten minutes the teams will be given a three-minute rest, change ends and benches and begin another ten minute period. This shall continue until a winner is determined.**

**(c) Game time out may be called by the Referee at any time during the game.**

**(d) Any overtime period shall be considered a part of the game and all unexpired penalties shall remain in force.**

**NOTE: EACH team may have one time-out per half, one (1) minute long.**

**(e) A time-out may be called only by a player in possession of the puck, or by the Captain or Alternate Captain when the puck has been whistled dead. Resume play by a face-off.**

**(f) Time-outs in the last two (2) minutes of the game may only be called if the score is tied or within one goal.**

**(g) When there is a time-out, the teams may go to the player bench.**

**(h) No time-outs in an overtime game or sudden death.**

**(i) Any violations of the above rule will result in a two (2) minute minor penalty.**

#### **RULE SEVENTY THREE - TIED GAMES**

**(a) If, at the end of the game, the score is tied, the game shall be called a "TIE" and each team shall be credited with one point in the standings, except for single game matches where ties are not desirable at the end of regular playing time, then Rule 72 (b) will be used.**

#### **RULE SEVENTY FOUR - TRIPPING**

**(a) A minor penalty shall be imposed on any player who shall place his stick, knee, foot, arm, hand or elbow in such a manner that it shall cause his opponent to trip or fall.**

**NOTE: If in the opinion of the Referee a player is unquestionably hook-checking the puck, and obtains possession of it thereby tripping the puck carrier, no penalty shall be imposed.**

**(b) When a player, in control of the puck in the attacking zone, and having no other opponent to pass than the goalkeeper, is tripped or otherwise fouled from behind preventing a reasonable scoring opportunity a penalty shot shall be awarded to the non-offending side. Nevertheless the Referee shall not stop the play until the attacking side has lost possession of the puck to the defending side.**

**NOTE: The intention of this rule is to restore a reasonable scoring opportunity which has been lost by reason of a foul from behind when the foul is committed in the attacking zone.**

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

**(c) If, when the opposing goalkeeper has been removed from the floor, a player in control of the puck is tripped or otherwise fouled with no opposition between him and the opposing goal, thus preventing a reasonable scoring opportunity, the Referee shall immediately stop the play and award a goal to the attacking team.**

### **SEVENTY FIVE - UNNECESSARY ROUGHNESS**

**(a) At the discretion of the Referee, a minor penalty may be imposed on any player deemed guilty of unnecessary roughness.**

**NOTE: It is not intended that there be no body contact between two opposing players who are actively in pursuit of the puck. The act of riding an opponent off the puck, or meeting the opponent head-on, WHILE ATTEMPTING TO PLAY THE PUCK, shall not be considered roughness. However, this does not imply that players NOT in possession of the puck may throw their bodies into an opponent in order to achieve possession.**






**NOTE: Penalty for unnecessary roughness (roughing) should be called in every case when an opposing player makes unnecessary contact with the player in possession.**

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## RULES OF THE GAME

### REFEREE'S SIGNALS

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		<b>CHARGING</b> Rotating clenched fists around one another in front of the chest	
<b>HOLDING</b> Clasping either wrist with the other hand in front of the chest		<b>DELAYED CALLING OF PENALTY</b> With arm fully extended above the head (hand without whistle) with the other hand pointed to the player to be penalized by extending the arm in the player's direction once or twice until stoppage of play	
<b>HOOKING</b> A series of tugging motions with both arms as if pulling something from in front toward the stomach		<b>HIGH STICKING</b> Holding both fists clenched, one immediately above the other at the height of the forehead	

**SPEARING**  
Jabbing motion  
with both hands  
thrust out  
immediately in  
front of the body,  
and then drop  
hands to the side  
of the body



**ELBOWING**  
Tapping either  
elbow with the  
opposite hand



**PENALTY SHOT**  
With arms  
extended above  
head, clench fists  
and cross wrists



**INTERFERENCE**  
Crossed arms  
stationary in front  
of the chest









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## RULES OF THE GAME

### REFEREE'S SIGNALS (cont.)

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<p><b>WASH OUT</b> A sweeping sideways motion of both arms across the front of the body with palms down. The signal is used by the referee to signal "No Goal"</p>		<p><b>MISCONDUCT</b> Both hands on hips several times and point to the penalized player</p>	
<p><b>TRIPPING</b> With both skates on the floor, strike right leg below the knee with right hand</p>		<p><b>CROSS CHECKING</b> A series of forward and backward motions with both fists clenched extending from the chest for a distance of about one foot</p>	
<p><b>KNEEING</b> Slapping knee with palm of hand</p>		<p><b>MATCH PENALTY</b> Patting flat of hand on the top of the head</p>	

**ROUGHING**  
Fist clenched and arm extended out in front of the body



**SLASHING**  
A series of chopping motions with the edge of one hand across the opposite forearm



**BOARDING**  
Repeatedly striking the clenched fist of one hand into the open palm of the opposite hand in front of the chest



**BUTT-ENDING**  
A cross motion of the forearm, one moving under the other



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## RULES OF THE GAME PENALTY INDEX

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<b>Abuse of Officials</b>	<b>Rule 38</b>	<b>Adjustment of Equipment</b>	<b>Rule 39</b>
<b>Attempt to Injure</b>	<b>Rule 40</b>	<b>Board Checking</b>	<b>Rule 41</b>
<b>Broken Stick</b>	<b>Rule 42</b>	<b>Butt-Ending</b>	<b>Rule 44</b>
<b>Charging</b>	<b>Rule 43</b>	<b>Cross Checking</b>	<b>Rule 44</b>
<b>Deliberate Injury</b>	<b>Rule 45</b>	<b>Delay of Game</b>	<b>Rule 46</b>
<b>Elbowing</b>	<b>Rule 47</b>	<b>Face-off</b>	<b>Rule 48</b>
<b>Falling on Puck</b>	<b>Rule 49</b>	<b>Fisticuffs</b>	<b>Rule 50</b>
<b>Goalkeepers Equipment</b>	<b>Rule 17</b>	<b>Goalkeepers Penalties</b>	<b>Rule 29</b>
<b>Gross Misconduct</b>	<b>Rule 52</b>	<b>Handling Puck</b>	<b>Rule 53</b>
<b>High Stick</b>	<b>Rule 54</b>	<b>Holding</b>	<b>Rule 55</b>
<b>Hooking</b>	<b>Rule 56</b>	<b>Illegal Substitution</b>	<b>Rule 61, Rule 13</b>
<b>Interference</b>	<b>Rule 57</b>	<b>Interference by Spectator</b>	<b>Rule 58</b>
<b>Kicking Player</b>	<b>Rule 59</b>	<b>Kick Puck</b>	<b>Rule 60</b>
<b>Kneeing</b>	<b>Rule 47</b>	<b>Leaving Bench</b>	<b>Rule 61</b>
<b>Molesting Officials</b>	<b>Rule 62</b>	<b>Obscene Language</b>	<b>Rule 63</b>
<b>Puck in Motion</b>	<b>Rule 65</b>	<b>Refusing to Start Play</b>	<b>Rule 67</b>
<b>Slashing</b>	<b>Rule 68</b>	<b>Spearing</b>	<b>Rule 69</b>
<b>Throwing Stick</b>	<b>Rule 71</b>	<b>Tripping</b>	<b>Rule 74</b>
<b>Unnecessary Roughness</b>	<b>Rule 75</b>	<b>Unplayable Puck</b>	<b>Rule 64</b>

**QUICK REFERENCE INDEX FOR PENALTIES**  
**Minor 2 Minutes**

<b>Abuse of Officials</b>	<b>Rule 38</b>	<b>Adjustment Equipment</b>	<b>Rule 39</b>
<b>Boarding</b>	<b>Rule 41</b>	<b>Broken Stick</b>	<b>Rule 42</b>
<b>Butt-Ending</b>	<b>Rule 44</b>	<b>Charging</b>	<b>Rule 43</b>
<b>Cross Checking</b>	<b>Rule 44</b>	<b>Dangerous Equipment</b>	<b>Rule 19</b>
<b>Delay of Game</b>	<b>Rule 46</b>	<b>Elbowing</b>	<b>Rule 47</b>
<b>Face-off</b>	<b>Rule 48</b>	<b>Falling on Puck</b>	<b>Rule 49</b>
<b>Fisticuffs</b>	<b>Rule 50</b>	<b>Goalkeepers Equipment</b>	<b>Rule 17</b>
<b>Goalkeepers Penalties</b>	<b>Rule 29</b>	<b>Handling Puck</b>	<b>Rule 53</b>
<b>High Stick</b>	<b>Rule 54</b>	<b>Hocking</b>	<b>Rule 56</b>
<b>Holding</b>	<b>Rule 55</b>	<b>Illegal Substitution</b>	<b>Rule 13; Rule 61 h</b>
<b>Interference</b>	<b>Rule 57</b>	<b>Kneeing</b>	<b>Rule 47</b>
<b>Slashing</b>	<b>Rule 68</b>	<b>Sticks</b>	<b>Rule 15</b>
<b>Tripping</b>	<b>Rule 74</b>	<b>Unnecessary Roughness</b>	<b>Rule 75</b>

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## RULES OF THE GAME PENALTY INDEX (cont.)

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<b>QUICK REFERENCE INDEX FOR PENALTIES</b> <b>Major 5 Minutes</b>			
Boarding	Rule 41	Butt-Ending	Rule 44
Charging	Rule 43	Cross Checking	Rule 44
Elbowing	Rule 47	Fisticuffs	Rule 50
High Stick	Rule 54	Hooking	Rule 56
Injure (Attempt)	Rule 40	Kicking(Substitution)	Rule 59
Kneeing	Rule 47	Slashing	Rule 68
Spearing	Rule 69		

<b>QUICK REFERENCE INDEX FOR PENALTIES</b> <b>Misconduct Penalties 10 Minutes</b>			
Abuse of Officials	Rule 38	Broken Stick	Rule 42
Misconduct Penalties	Rule 26	Molesting Officials	Rule 62
Obscene Language	Rule 63		

<b>QUICK REFERENCE INDEX FOR PENALTIES</b> <b>Game Misconduct - Suspension</b>			
Abuse of Officials	Rule 38 d	Molesting Officials	Rule 62

**QUICK REFERENCE INDEX FOR PENALTIES**  
**Match Penalty 5 or 10 Minutes**

<b>Attempt to Injure 5 Min.</b>	<b>Rule 40</b>	<b>Deliberate Injury 10 Min.</b>	<b>Rule 45</b>
<b>Kicking Player 5 Min.</b>	<b>Rule 59</b>		

**QUICK REFERENCE INDEX FOR PENALTIES**  
**Penalty Shot**

<b>Displacing Goal</b>	<b>Rule 46 b</b>	<b>Falling on Puck in Crease</b>	<b>Rule 49</b>
<b>Fouling from the Rear</b>	<b>Rule 74 b</b>	<b>Illegal Player</b>	<b>Rule 61 h</b>
<b>Picking up Puck in Crease</b>	<b>Rule 53 d</b>	<b>Throwing Stick</b>	<b>Rule 71</b>

## RULES OF THE GAME

### FORMAT ON WHICH A WORLD CHAMPIONSHIP TOURNAMENT WILL BE BASED

World Championship Tournament format will be based on the following formula:

# Teams	# Pools / teams per pool	Teams to Advance to Single Elimination Finals	Pool Play Games	Final Games	Total
8	2 Pools of 4 each	Top 3=6 team bracket	12	6	18
9	1 of 4 & 1 of 5	Top 3=6 team bracket	16	6	22
10	2 pools of 5 each	Top 3=6 team bracket	20	6	26
11	1 of 5 & 1 of 6	Top 3=6 team bracket	25	6	31
12	2 pools of 6 each	Top 3=6 team bracket	30	6	36
13	3 pools: 4-4-5	Top 2=6 team bracket	22	6	28
14	3 pools: 5-5-4	Top 2=6 team bracket	26	6	32
15	3 pools: 5-5-5	Top 2=6 team bracket	30	6	36
16	3 pools: 5-5-6	Top 2=6 team bracket	35	6	41
17	3 pools: 6-6-5	Top 2=6 team bracket	40	6	46
18	3 pools: 6-6-6	Top 2=6 team bracket	45	6	51
19	4 Pools: 5-5-5-4	Top 3=8 team bracket	36	8	44
20	4 Pools of 5 each	Top 3=8 team bracket	40	8	48
21	4 Pools: 5-5-5-6	Top 3=8 team bracket	45	8	53
22	4 Pools: 5-5-6-6	Top 3=8 team bracket	50	8	58
23	4 Pools: 5-6-	Top 3=8 team bracket	55	8	63

	6-6				
24	4 Pools of 6 each	Top 3=8 team bracket	60	8	68
<b># of total games includes and extra game to determine 3rd &amp; 4th placements</b>					