

PLAYING RULES

BANDY

**Updated by The Federation of International Bandy (FIB)
by Oct 2003**

Rule 1. The rink

1.1 The rink and its dimensions

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

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

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

A. The corner-area

In each of the 4 corners of the rink shall be a flag pole marker. The width of the pole shall not exceed 5 cm and its height shall not be less than 200 cm. The pole is placed *7.5 cm outside* where the end-lines and sidelines meet, and on the top of the pole there is a flag in clear, distinctive colours. The pole shall have no sharp edges.

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

5 m from the end-line and parallel with this is drawn a dotted line from the sideline to the penalty line, or a 50 cm long mark at the penalty-line 5 m from the end-line.

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

B. The centre-line

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

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

C. The penalty area

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

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

D. The lines

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

1.2 The border

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

The four pieces of border adjacent to the four corners shall be rounded *at the free ends*. The border should not be fixed to the ice surface, but shall be able to glide if touched. The upper edge of the border shall have approved protection of rubber ribbon or similar. For execution of corner-stroke the border shall end at least 1 m. and not more than 3 m. from each of the corners.

1.3 Mandatory place for the players' entrance to the field

4 pieces of border shall be painted red on the front side as well as on the backside. These four pieces are placed on the middle of the side-line in front of the players' bench. All exchange of players shall take place over these red-painted border pieces. Erroneous exchange of players is to be punished with a penalty (5 minutes) for the in-going player.

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

1.4 The goal cages

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

The cage shall be of inside dimensions as follows:

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

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

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

A. Ball baskets

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

1.5 Rinks with electric light

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

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

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

Comments and interpretations

C1.1 The condition of the ice surface

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

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

C1.2 Cancellation

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

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

C1.3 Inspection

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

C1.4 Deficiencies of the rink

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

C1.5 Relocation of the border

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

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

C1.6 Separation of spectators from the rink

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

C1.7 Bench for substitutes and team leaders

Benches for substitutes and team leaders shall be placed on the same side of the rink near the centre-line and in a suitable distance from the sideline (appr. 2 m.). There shall be a separate bench for players who have been sent off the rink for 5 or 10 min. penalties so that the match secretary or the referee can be in control of these players.

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

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

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

C1.9 The goal cages

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

C1.10 The ball baskets

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

C1.11 Turning on the light

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

Rule 2. The equipment

2.1 The ball

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

2.2 The stick

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

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

2.3 The skates

All players and referees on the ice must wear skates. There shall be no sharp points or other things on the skates, that might harm others. On the upward back part of the sliding surface there should be a knob of plastic or similar approved material.

2.4 Protection equipment

All players and referees must wear approved helmets. All players must also wear approved mouth guard, and the goal keeper must wear approved face guard.

2.5 The uniforms - similar uniforms

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

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

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

Comments and interpretations

C2.2 Mark of approval

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

C2.2 The referee's control of the equipment

Hand-straps, metal fittings, screws and similar equipment are not allowed on the stick. The referee shall upon request check the sticks and other equipment before the match. In connection with the coin flip for sides the team captains shall confirm that all equipment used by his team is according to regulation, and that the players use protective equipment in accordance with regulations in section 2. The team captain is responsible for his team in this respect. If a player should still be found using deficient equipment, he is to be penalised (*warning / 5 minutes.*) The game is re-started with a free-stroke if the referee had to call for a stop in the game to penalise the player. Otherwise the referee acts in accordance with these rules. Players, who have been sent off the rink due to deficient equipment shall, when entering the rink, on his own initiative demonstrate for the referee that the equipment has been corrected.

C2.3 Players who lose their equipment

A player who during the match happens to lose protective equipment (helmet, face mask, mouth-guard, plastic knob on the skate etc.) is allowed to take part in the situation in which he is involved. Then the player must correct the equipment at once. The punishment for breaking this rule is free-stroke and **5 minutes** penalty.

C2.4 Delay due to deficient equipment

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

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

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

C2.6 Duties of the organiser

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

C2.7 Colours

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

Rule 3. Number of participants

3.1 Number of participants at the beginning of the match

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

Each team is entitled to use 4 additional substitutes.

A roster of the team players shall be given to the referee well ahead of the match. This list can include not less than 8 and not more than 15 players. The list shall clearly indicate the substitute for the goalkeeper, but this is not necessary when less than 15 players are specified. All substitutes can be used as field players if less than 15 players.

*The team line up can be changed until the game is started. If a player is not included in the roster given to the referee before the match, he must wait until **the referee has revised the roster in the pause, even if the team has less than 15 or even 11 players on the list.** If such a player enters the game, he shall be sent off the rink, and the team is given a team penalty of 10 minutes.*

3.2 Substitutions of players during the game

Substitution of players can take place an unlimited number of times and at any time of the game, unless specified. The in-going player shall not enter the field before the out-going player has left the field (crossed the border). The substitution shall take place at the marked area (see rule 1.2). The referee need not be informed about substitutions.

If a player [crosses the side-lines or the end-line](#) to show he is not involved in the active play or of [any temporarily reason](#), he is not considered as seeking a substitution.

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

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

3.3 Entrance of players who have been sent off the rink

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

A penalised player cannot be replaced during the penalty period. An exemption from this is when the penalised offence leads to penalty stroke and a subsequent goal. In this special case the penalty period is considered to be a personal penalty.

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

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

3.4 The captain

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

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

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

Comments and interpretations

C3.1 Insufficient number of players at match start.

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

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

Not until the team is complete with 11 players and 4 substitutes, shall the goal-keeper's substitute be [marked](#). This means that all the substitutes of the team can act as field players until 15 persons are specified on the roster (section 3.1.). An incomplete team can add new players until the match

is over. This also applies for matches with overtime, but not if the winner of the match is to be decided in a penalty-stroke competition.

C3.2 Team with fewer than 8 players

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

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

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

As specified in rule 1.3, replacement of players and entrance of players shall take place at the red-painted borders (in front of the benches). The player who is to be replaced, shall have left the rink before the replacing player can enter the game. In case of erroneous replacements the replacing player is to be given a penalty *of 5 minutes*.

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

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

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

A team shall have one person responsible for the team (the team leader) and for correct specifications on the team roster. In addition to the players, the roster shall also include a maximum of 5 team leaders who are allowed to [stay at](#) the replacement benches during the game.

C3.6 Team leaders and substitutes

Team leaders and substitutes, in total not more than 9 persons of which 5 are team leaders, shall during the game be situated near the centre line outside the sideline. If benches are available, the leaders and the substitutes shall use these benches. Team leaders can only in special cases leave the bench to give information to players. This must not be done in a way that can disturb the game.

If the person on the players bench breaks the rules for correct behaviour, this person shall be given a warning. Information of this warning is given to the secretary of the match. Such penalty is to be reckoned as a "general warning to the bench".

If team leaders or substitutes on the players' bench continue to break the rules for behaviour after having received a warning, the referee shall penalise as follows:

If it is a team leader, he shall be sent to the place for ordinary spectators. If it is a substitute, he shall be sent to the locker-room. In both cases the team on the rink shall be reduced by one player for 10 minutes. The team captain shall nominate one of the players who participated in the game when the match was interrupted. Penalty according to this rule shall not be regarded as personal penalty for the person which was taken off the rink by the captain.

If the rules for behaviour of team leaders or substitutes are broken in a severe manner, such penalty can be given without having received a warning in beforehand.

Warning to team leaders or to substitutes shall be given with yellow card for warning and red card for send-off. Such warnings and send-off's shall be written into the match report that the referee sends to the administrative authority.

Rule 4. Playing time

4.1 Ordinary playing time

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

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

A. Playing time in classes defined by age

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

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

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

4.2 Coin flip and start of the game

A. Coin flip

Before a match begins the referee flips a coin, and the winning team has the right to decide whether it will start with the ball or choose the side of the rink.

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

The same procedure will take place if the match-time is extended (overtime) (2 x 15 min.) or with "Golden goal".

B. Stroke-off

The play begins with one team playing a stroke-off from the centre of the rink after the referee has blown his whistle. The ball must roll at least 20 cm to be considered in play. At stroke-off all players must be on their own half of the rink and they are not allowed to cross the centre line until the ball has been played. If one of the offence players crosses the centre line before the stroke-off, the other team is given a free-stroke where the player crossed the centre line.

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

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

4.3 Overtime.

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

Overtime can be applied in two different ways:

A. Normal overtime.

If overtime is stipulated and nothing else is decided, the game is prolonged by two additional rounds of 15 minutes. Both halves are played to the end, and with no winner after the overtime there will be a replay.

B. First goal wins (Golden goal)

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

In this case the match is prolonged by two rounds of 15 minutes, but the match is stopped immediately after a goal from one of the teams.

If none of the teams scores in the two extra rounds of 15 minutes, the match shall be decided by penalty-stroke competition. See the regulations for this in rule 16.

C. Overtime for classes defined by age.

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

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

4.4 Pauses.

A. Ordinary pause

Between the first and the second half there shall be a pause of at least 5 minutes and not more than 10 minutes. The teams are entitled to an effective rest of 5 minutes.

B. Pause between ordinary time and overtime

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

C. Pause between the two rounds of overtime

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

D. The authority of the referee

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

4.5 Cancellation or interruption of the game

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

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

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

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

When the game has been temporarily interrupted, it is to be started with a face-off on the place where the ball was situated when the game was interrupted. If however the ball was inside the penalty area when the game was interrupted, the face-off is moved to the nearest free-stroke point on the penalty line.

In face-off one player of each team place themselves opposite each other and with their backs turned to their own end-lines. The sticks are held parallel to each other and on each side of the

ball. The ball must not be touched until the referee has blown his whistle. At face-off the ball can be played in any direction.

Comments and interpretations

C4.1 Addition of time

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

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

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

C4.2 Wrong playing time

A. Too long playing time.

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

B. Too short playing time.

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

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

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

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

C4.3 Control of the time

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

C4.4 Extreme low temperature

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

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

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

C4.5 Cancellation due to low temperature

The referee can cancel a match because of low temperatures.

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

Common sense should always be used in cases like this.

C4.6 Heavy snowfall

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

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

C4.7 Dense fog

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

A. Dense fog before the match.

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

B. Dense fog occurring during the match.

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

Rule 5. The player's rights

The goalkeeper may within his penalty area throw himself on the ice to stop the ball. It is not permitted for any other player to throw himself on the ice to stop the ball or to obstruct an opponent. A player laying on the ice, is considered to be out of the game and not allowed to use his stick.

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

Comments and interpretations

C5.1 Players without stick

A player who carries his stick under his arm, may participate in the game.

Field players who interfere or participate in the game without stick or with part of a broken stick shall be penalised (*5 minutes*).

C5.2 Players who incidentally touch the ice

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

C5.3 Players in kneeling position

A player in a kneeling position is out of the game and is not allowed to touch the ball.

C5.4 Players who throw themselves on the ice

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

C5.5 Goalkeeper who throws himself on the ice

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

C5.6 Goalkeeper playing outside his penalty area

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

C5.7 Broken stick

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

C5.8 Players who incidentally are outside the rink

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

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

C5.9 Entrance of a substitute

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

Rule 6. The goalkeeper

6.1 The goalkeeper's equipment

The goalkeeper should wear a uniform clearly different from that of the others. He is not allowed to use a stick.

6.2 Intentional play to own goalkeeper

A ball, intentionally played "backwards" to own goalkeeper, must not be caught, stopped or picked up by hand. The goalkeeper may stop the ball with his skates or body, and then kick it away. Otherwise a free-stroke is called. If the goalkeeper, by stopping the ball wrongly, averts a clear goal situation of the offensive team, a penalty shot should be called, and a penalty of 5 minutes is given to the goalkeeper.

6.3 What the goalkeeper can do inside his penalty area

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

The goalkeeper may not hold the ball with one hand or both for more than 5 seconds. Thereafter the goalkeeper must throw it or put it on the ice so that an other player can play the ball.

The limit of 5 sec. is to be counted from the moment the goalkeeper has got control of the ball.

The regulations for goal-throw are stipulated in rule 10.1 and in the comments and interpretations to rule 10.

6.4 What the goalkeeper can do outside his penalty area

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

6.5 Punishment for the goalkeeper's violation of the rules

A. Goalkeeper's obstruction of the game

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

B. Actions of the goalkeeper inside the penalty area

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

C. Actions of the goalkeeper outside the penalty area

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

6.6 Penalty on the goalkeeper

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

If the team has less than 15 players on the roster (11 + 4 substitutes), any of the field players can replace the goalkeeper.

If there are 15 players on the roster, one player shall be specified as a goalkeeper's substitute, and only this player can replace the goalkeeper.

6.7 Replacement of an injured goalkeeper

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

6.8 Goalkeeper who is unable to throw out the ball

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

6.9 Goalkeeper who switches place with a field player

If a team has less than 15 players (11 + 4), the goalkeeper can switch place with a field player, but the referee must be informed of this before the switch takes place.

6.10 The goalkeeper should not be hindered by field players

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

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

Rule 7. Playing the ball

7.1 Strokes with the stick

The player is allowed to hit, stop, give direction to or bring the ball with him as long as the point where his stick hits the ball is not higher than his shoulder *in upright position*.

7.2 Giving direction to the ball

The player with his skates on the ice is allowed to direct the ball with his body or with his skates. Such direction is not allowed if the player uses hand, arm or head. A player may jump from the ice to stop or hit the ball, or direct the ball to another player, but only if this does not expose other players to danger.

A player who directs the ball to himself, either with his skate or body can only do so once before he must play the ball with his stick.

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

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

If the erroneous stopping leads to an advantage for the fouling team, the player is given a 10 m penalty. If the foul does not give an advantage, the player is given a warning (yellow card) the first time, and next time a 10 m penalty.

7.4 The ball hitting a referee

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

Comments and interpretations

C7.1 High stick

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

C7.2 Strokes in close contact with other players

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

C7.3 Erroneous stopping with an advantage

This means hindering a decisive chance to score a goal.

Rule 8. Play against the opponent

8.1 Striking, kicking or holding an opponent

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

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

8.2 Hindering the opponent to use his stick

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

8.3 Violent play

Any violent, dangerous or unfair play is strictly forbidden.

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

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

8.5 Acceptable body contact with an opponent.

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

8.6 Punishment for breaking the rules

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

8.7 Tripping an opponent in scoring position outside the penalty area

If the last defender trips an opponent in a situation where the attacker is heading towards the goal, and the foul is hindering a decisive scoring chance, a free-stroke is called and the fouling player is given a personally red card. (The team is playing with reduced number of players in 10 min). If the tripping is violent, the penalty shall be red card rest of the match according to rule 17.6.

Comments and interpretations

C8.1 Unacceptable contact with an opponent

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

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

A. A situation with the ball within reach

When a player tries to hit an opponent with his stick when the ball is within reach, and the player fails to hit the opponent, a free-stroke shall be awarded and eventually a penalty for the player. A penalty-shot should not be awarded even if the situation took place in the penalty area of the defending team.

B. A situation with the ball out of reach.

If a player tries to hit an opponent outside the reach of the ball, and he fails, the player shall be punished as if he had hit his opponent. A free-stroke shall be awarded if the situation took place outside the penalty area, and a penalty-shot shall be awarded if the situation took place inside the penalty area of the defending team. In addition the player shall be penalised.

C8.3 Definition of "within reach of the ball"

The ball is defined to be within reach of a player if he in the next moment of the game can play the ball.

C8.4 Strokes on the stick

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

C8.5 Shadowing an opponent

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

C8.6 Tripping an opponent outside the penalty area

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

The attacker being tripped must:

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

C8.7 Tripping an opponent inside the penalty area

Taking away a scoring chance by tripping an opponent inside the penalty area leads to a penalty stroke and a timed penalty for the fouling player.

Rule 9. Approval of goal

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

9.1 An approved goal

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

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

9.2 Unapproved goals

No goal is made if an attacking player intentionally *or unintentionally* gives direction to the ball into the goal cage by any part of his body or with his skates. Goal can only be scored with stick.

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

9.3 The goal cage out of position

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

9.4 Stroke-off after a goal

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

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

There is one exemption from these rule : When the principle of " First goal wins " (Sudden death) is applied, there shall be no stroke-off after an approved goal has been made.

Comments and interpretations

C9.1 The ball hitting the referee

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

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

If a ball from the stick hits an opponent, and then goes into the goal cage, the goal shall be approved. *The last hit or touch of an offensive player must be his stick. Otherwise the goal is not approved.*

C9.3 The ball hitting a spectator

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

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

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

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

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

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

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

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

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

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

C9.8 Disapproval of a goal

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

Rule 10. Putting the ball in play

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

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

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

10.2 The ball over the side-line

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

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

10.3 Corner-stroke

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

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

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

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

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

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

Goal can be made directly on a corner-stroke.

Comments and interpretations

C10.1 The whole ball over the line

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

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

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

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

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

C10.4 Regulations for the goal-throw

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

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

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

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

B. Putting the ball in play at goal-throw

The ball is in play again as soon as the goal-keeper enters the rink with the ball in one or both of his hands.

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

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

D. Goal after a goal-throw

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

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

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

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The opponent players are obliged to be outside the penalty area and at minimum 5 m distance. If an opponent is not at the correct position and he or his team gains a favour, a free stroke is called.

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The goal-keeper is allowed to throw the ball to a team-mate (*or opponent*) inside the penalty-area if he has caught a shot (the ball is still into play).

C10.5 Regulations concerning the corner stroke

A. Crossing the lines of definitions

If any of the defence players crosses the lines defined in rule 10.3, and through this gains an advantage, there shall be a new corner-stroke, **and a team warning is given** . Time lost through the offence shall be added to the match time. The referee can also give a team-warning and send-off a player who does not find a correct position within a reasonable span of time.

If any of the attacking players are crossing the lines before the corner-stroke is taken, there is a free-stroke given to the defence team at the spot where the player entered the penalty-area.

B. Execution of the corner-stroke

It is not allowed to fake a corner stroke. By execution of an incorrect corner-stroke a warning shall be given, and if repeated the executor shall be penalised.

If the fake gave an advantage to the attacking team, a new corner shall be executed.

C. The corner flag

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

D. Re-entrance of a penalised player from the defending team in connection with a corner-stroke

Even if the time of punishment is over for a player on the defending team, he is not allowed to re-enter the rink when the referee has blown for a corner-stroke, the ball is on the corner mark, and the referee has signalled that the stroke can be executed.

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

Rule 11. Offside

11.1 Definition of a offside

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

11.2 Stopping the game because of offside

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

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

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

Comments and interpretations

C11.1 The offside rule is valid in all situations

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

C11.2 The ball touches an opponent

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

C11.3 The ball is played by an opponent

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

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

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

C11.5 A passive player in offside position

A player who is in offside position, who does not participate in the game and does not disturb his opponent, shall not be stopped for offside. The referee is reminded that the offside position in itself is not an offence. An offence occurs first when he influences the game such as described above.

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

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

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

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

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

C11.7 A player who is behind the ball

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

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

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

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

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

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

Rule 12. Free-stroke

12.1 Free-stroke is awarded

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

- Rule 1 : Incorrect play on rinks with electric light.
- Rule 2 : Incorrect equipment : Stick, skates or obligatory safety equipment. (Or rule 6: incorrect goal-keeper equipment.)

- Rule 3 : Incorrect change of players.
- Rule 4 : Incorrect face-off.
- Rule 6 : Offence by the goal-keeper or for attack on the goal-keeper.
- Rule 10: Incorrect throw-out, goal-throw, corner-stroke or ball outside the side-lines.
- Rule 13: Incorrect execution of free-stroke.
- Rule 15: Incorrect execution of penalty-shot.

12. 2. Free-stroke can also be awarded for:

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

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

Comments and interpretations

C12.1 Incorrect equipment

When the referee during the match discovers deficiencies in the equipment, he shall award the opposing team a free-stroke. If the deficiency is discovered during a stop in the game there shall be no free-stroke.

C12.2 Two offences made by players from both teams

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

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

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

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

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

C12.4 The rule of advantage.

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

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

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

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

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

Rule 13. Execution of a free-stroke

13.1 Placement of the ball

When a free-stroke is called against the defending team within the penalty area, the ball is placed on the nearest free-stroke spot at the penalty-line.

The ball must be placed on the ice and not on a mound of snow or other material. If the ice is bad, the referee may allow the ball to be moved backwards (in relation to the opposing team's goal) but not forwards or sideways.

The ball must lie still before it is played.

13.2 The opposing team's position

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

If the 5 meter rule is broken again by the same team, the offending player is penalised for 10 minutes.

13.3 The free-stroke

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

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

13.4 Execution of the free-stroke at over-time

If a team is given a free-stroke on the opponents half in the last seconds of one of the periods, the playing-time shall be extended so much that the free-stroke can be taken. The free-stroke on over-time must go directly into the goal by one shot to be approved goal.

Comments and interpretations

C13.1 Speedy execution

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

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

C13.2 Rights of the free-stroke player

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

C13.3 Opponents' obligations

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

C13.4 Player demands 5 meter distance

If the free-stroke player demands correct distance from his opponents, and the referee agrees that the opposing team is out of position, the play is called off until the opposing players are in correct position. A warning is given to any player who deliberately does not take the correct position. If the free-stroke is executed before the referee calls the play, the player who puts the ball into play, is penalised for 10 minutes.

C13.5 Playing the free-stroke

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

Rule 14. Penalty Shot

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

14.1 Violent play

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

14.2 Illegal play

When a player blocks a goal situation by the following methods:

A. Stopping or playing the ball in any manner above the shoulders

By stick, arm, hand or head above players own shoulders. (10 min. penalty)

B. Impeding opponent's stick

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

C. Throwing the stick or other object

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

D. Kneeling or throwing oneself on the ice

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

E. Kicking or stopping the ball with skate above the ice (Except the goal-keeper).

F. Holding or hooking an opponent

Comments and interpretations

C14.1 Illegal play in penalty area with non-goal situation

If any of the offences cited in rule 14.2 occur in a non-goal situation, a free-stroke is called.

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

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

C14.3 Defence player who holds the cross bar

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

C14.4 Moving the goal-cage

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

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

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

C14.6 Blows on skates or body

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

C14.7 Penalty shot and/or penalty

There shall always be a 5 or 10 min. penalty if a penalty-shot is called.

If a defence player is penalised for violent or dangerous play within the penalty area (Rule 14.1), a penalty shot shall always be called.

C14.8 The advantage rule

If the referee applies the advantage rule in penalty situations, he must be certain that there is a clear chance of goal. Regarding throwing the stick, the referee must be certain that the player was not affected by the thrown stick if he misses the goal.

C14.9 Decisive and consistent refereeing

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

Rule 15. Execution of the penalty shot

15.1 All field-players, who are not penalised, can execute the penalty shot

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

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

15.2 Players' position

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

15.3 Placement of the ball

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

15.4 The penalty shot

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

Goals can be scored direct from a penalty shot.

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

15.5 Fouls by attacking team's players

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

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

15.6 Fouls by defending team's players

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

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

15.7 Fouls by both teams simultaneously

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

Comments and interpretations

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

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

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

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

The referee shall inform the executor that it is overtime.

If a goal is scored in overtime, the referee shall direct the teams to line up for stroke-off and then immediately call for half-time or full-time. (See Rule 9.4) This is done to emphasise that a goal is scored.

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

If the penalty shot is made as a pass to a team-mate, the referee must pay strict attention to the rules. The ball shall be shot forwards toward the goal and must move at least 20 cm to be

considered executed. At the moment the penalty shot is executed, the player who receives the pass must be outside the penalty area and **not in an offside position**.

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

C15.4 Goalkeeper's position

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

C15.5 The referee's signal

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

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

C15.6 Player penalty and the penalty shot

If the offence that led to the penalty shot also results in the player being penalised for the rest of the game (red card), no substitution can be made. If the offence results in the player being penalised for 5 or 10 minutes and the penalty shot results in a goal, the player penalty shall be considered as personal for that player during the predetermined time and the team can send in a substitute for the penalised player.

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

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

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

Rule 16. Penalty Shot Competition

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

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

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

16.2 Players entitled to participate in penalty shot competition

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

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

16.3 Start of competition

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

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

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

16.4 Awarded goal

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

16.5 Equal score after 5 (or 3) penalty shots

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

16.6 The other players

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

16.7 Execution of the penalty shot competition

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

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

16.8 General remarks

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

Rule 17. Warning and Penalty

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

17.1 Verbal warning

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

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

17.2 Warning (yellow card)

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

- Rule 6. Mistake by a goalkeeper.
- Rule 7. Intentionally incorrect stopping the ball without a decisive advantage (high stick, hand stopping, etc.)

- Rule 8. Attempt to obstruct player not having the ball.
- Rule 10. Mistake by goalkeeper when throwing out the ball, mistake by attacker when the ball is thrown out and mistakes by attackers and defenders in corner-stroke situations.
- Rule 12 and 13. Mistake by attacker in free-stroke situation.
- Rule 15. Mistake by player in penalty shot situation.

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

17.4 5 minutes penalty (white card)

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

- Uncontrolled strokes with the stick in close contact with another player or on an opponent's stick.
- Repeated illegal, but not violent or dangerous, attacks on an opponent.
- Illegal substitution practice or other disorderly conduct
- Obstructing or taking the ball from the free-stroke spot after a free-stroke has been called or trying to hinder the execution of a free-stroke.
- Refusing to stand 5 meters away from the ball in a free-stroke or in a corner stroke situation if the player's team has already had a team warning.
- Obstructing an opponent who does not have the ball and a player from the same team has already been warned.
- Earlier warning for same type of offence.
- Playing without a stick or with a broken stick.

17.5 10 minutes penalty (blue card)

- Attacking an opponent in a violent or dangerous way, such as running into, holding, knee or leg tackling or hitting the skates.
- Protesting a referee's decision.
- Deliberately throwing the stick or any other object at the ball or another player.
- Behaving incorrectly towards players, coaches, officials or spectators.
- Playing the ball before a new signal when a 5 meter free-stroke distance is demanded.
- [Stopping the ball intentionally with high stick, hand, arm or head if advantageous to the team.](#)

17.6 Exclusion for the rest of the match. Personal penalty

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

In the above situation, the exclusion is to be considered as a personal foul for that player and a substitute can be sent in after the penalty of 5 or 10 minutes is paid.

- If any players/leaders at the bench is given a red card, one player must take a 10 min penalty at the penalty-bench. The leader/player must go to the locker – room or stand.
- A player who hinders a scoring chance by tripping an opponent outside the penalty area is given a personally red card. (See rule 8.7)

17.6 Exclusion for the rest of the match. Full game penalty.

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

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

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

17.7 Penalising coaches and/or substitutes on the bench

All types of penalties can be applied to the coaches and the substitutes on the bench.

If the coach or substitute is penalised for the rest of the match (red card), one of the players shall serve the penalty for 10 minutes and the number of players at the field is reduced by one. The penalised person (red card) shall be removed from the playing field/bench-area

17.8 Penalty for simultaneous offences

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

Comments and interpretations

C17.1 Timed penalty in connection with a penalty shot

When calling a penalty shot, there shall always be given a penalty, timed or rest of the match, to the player committing the offence. If timed penalty and the penalty shot results in a goal, a substitute may be sent in for the penalised player.

The penalised player serves the penalty as a personal penalty.

Further rules are described in rule 15, C15.6.

C17.2 Penalty for too many players on the field

If a team plays with too many player(s) on the field, the extra player(s) shall be penalised for the rest of the match. In addition, the team is given a 10 minute penalty as a team penalty. The team captain will choose the player(s) to serve the penalty.

If the referee is in doubt which player is in excess, the team captain shall decide. If a team with too many players commits other offences, these shall be penalised according to the normal rules.

C17.3 The advantage rule. Delayed penalty

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

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

C17.4 Penalised player (5 or 10 minutes)

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

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

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

C17.5 Time-keeping of the penalty

The time-keeping of a penalty starts when the [play is resumed](#). Any addition of time to the game made while a player serves a penalty, must be added to the time of the penalty.

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

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

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

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

C17.7 Offences committed by penalised player

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

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

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

C17.9 Offences committed outside official match time

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

C17.10 Referee conduct

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

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

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

The referee shall address the player at normal speaking distance, and with other players **at distinct distance**. The referee shall inform the player of his offence and the extent of the penalty both orally and with stipulated signs. Warning is signalled by yellow card, time-limited penalty by white or blue card, and match penalty by red card.

In matches where there is a match secretary, the referee shall approach the match secretary and inform him of the cause and the time of the penalty. At the same time, the correct card colour is shown to the secretary (white card for 5 min, blue card for 10 min, and red card for match penalty). When there is no match secretary, the same information is given to the team coaches.

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

C17.11 Match penalty shall be reported

When a match penalty is given (red card **rest of the game**) the referee must report the incident to the proper administrative authority and in accordance with existing instructions.

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

Rule 18. The Referee and the Match Secretary

18.1 The referee's authority

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

18.2 The referee's uniform

The referee shall wear skates and an approved striped shirt and dark long pants. The referee shall wear a black helmet.

18.3 Time of match

The referee is responsible for controlling the match time.

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

18.4 The right to refuse a player to participate

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

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

18.5 The refereeing

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

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

The referee's decisions are in all cases based on judgement, and are final.

18.6 Instruction from the sideline

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

18.7 Match report

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

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

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

18.8 Match secretary

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

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

Comments and interpretations

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

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

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

C18.2 The referee's relationship to the spectators

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

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

C18.3 Brutal play

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

C18.4 Addition of match time

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

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

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

C18.6 Duties of the match secretary

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