



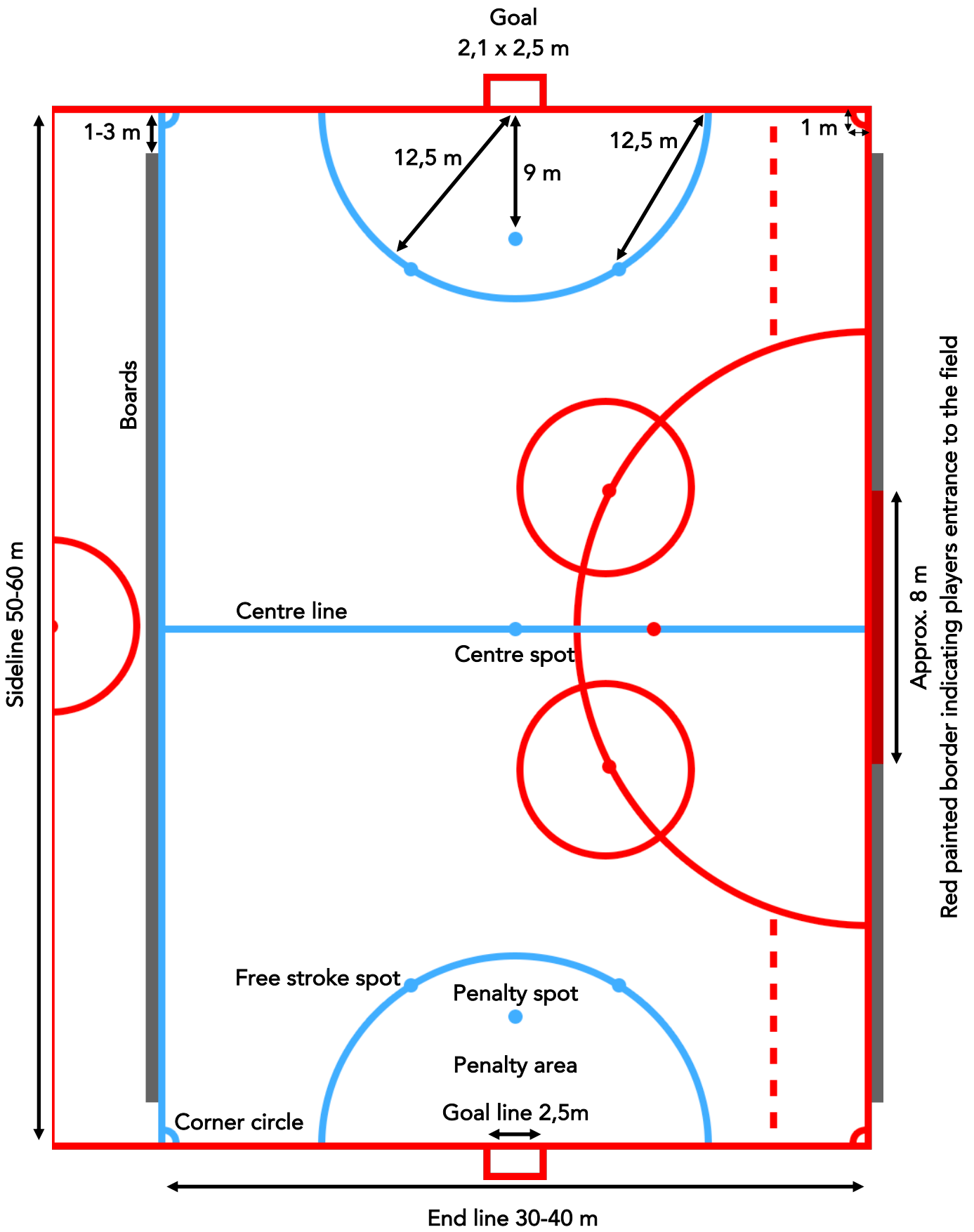
**Official  
Rule Book  
Seven-a-side**



# Official Rule Book

## Seven-a-side

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# Rule 1. The rink

## 1.1 The rink and its dimensions

The field of play shall be rectangular. The length shall not be less than 50 m or more than 60 m. The width shall not be less than 30 m or more than 40 m.

The rink shall be marked with distinctive unbroken lines for the sidelines 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 flagpole marker. The diameter of the pole shall not exceed 5 cm and its height shall not be less than 150 cm). The pole is placed 7.5 cm outside where the end lines and sidelines meet, and on the top of the pole is a flag in clear, distinctive colors. The pole shall have no sharp edges.

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

Of the offensive team only the player who executes the corner stroke is allowed to be at the end line. Other offensive player must be at least 5 meter up from end line.

### 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 sideline and in direct extension of the centre line at both the sides. The specifications of this pole are identical to those described for the corner flagpole. The centre point of the rink is marked with a circular point with a diameter of 15 cm.

### 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 12,5 m. A penalty mark, with a diameter of 15 cm, is drawn 9 m from the centre point of the goal line.

Two points, each with a diameter of 15 cm, are marked on the penalty line. Each of these points is situated 12,5 m from the place where the penalty line and the end lines cross each other. These points are the free stroke points.



## **D. The lines**

The width of the lines shall not be less than 5 cm, nor shall they exceed 8 cm. The lines are part of the area they shall define. The color of the lines is red or blue, 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**

Two sections of border shall be painted red on the front side as well as on the backside. These two sections are placed at the middle of the sideline in front of the players' bench. All substitutions of players shall take place over these red painted border pieces. Erroneous substitution of players is to be punished with a penalty (6 min) for the player entering the field.

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 goal cage shall be of an approved model.

The cage shall be of inside dimensions as follows:  
Height: 2.1 m and width: 2.5 m. Depth: 70 cm.

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.

#### **A. Ball baskets**

There shall be four ball baskets, two for each goal cage. The baskets shall hang on the outsides of the cages. The front edge of the basket shall be at least 30 cm from the goal post and ca 1 m from the ice.

### **1.5 Rinks with electric lighting**

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

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

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

## **Comments and interpretations**

### **C1.1 The condition of the ice surface**

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

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

### **C1.2 Cancellation**

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

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



### **C1.3 Inspection**

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

### **C1.4 Deficiencies of the rink**

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

### **C1.5 Relocation of the border**

If during play the border is moved a little off the 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 sideline or with faceoff 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 of these lines.

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

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

At the opposite side of the rink there shall be a separate bench for each team for players who have been sent off for 3 or 6 minute penalties, so the match secretary or the referee can be in control of these players. The place for the match secretary should be between these two benches.

### **C1.8 Borders which due to frost are fixed to the ice or borders that 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 goalkeeper 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 goalkeeper shall be penalized (3 minutes).

### **C1.11 Turning on the light**

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





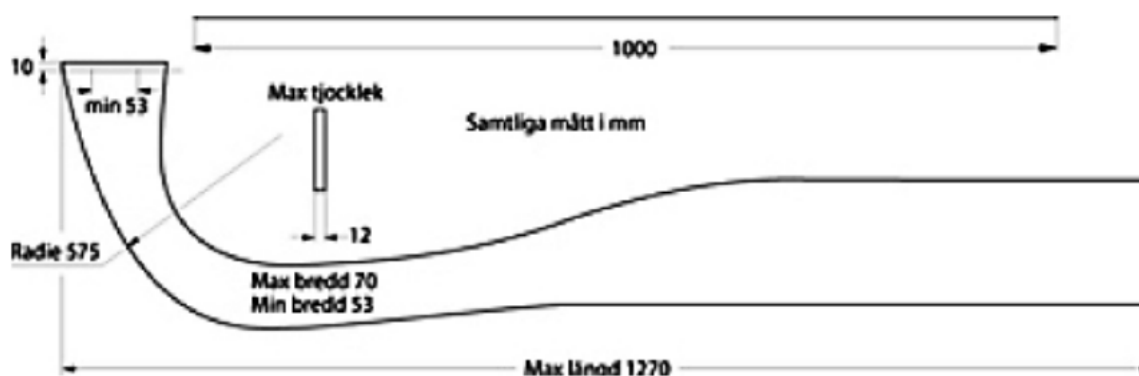
## Rule 2. Equipment

### 2.1 The ball

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

### 2.2 Sticks

The sticks may have a maximum length of 127.0 cm. The length is measured along the outer side of the stick's bend. Maximum thickness of the blade is 1.2 cm. The stick's blade should over the entire blade have a minimum width of 5.3 cm and a maximum width of 7.0 cm including winding. The blade radius should have a maximum outer radius of 575 mm (57.5 cm). The stick's blade may NOT be straight anywhere, maximum radius is thus 575 mm (57.5 cm). The tip of the blade should 1.0 cm into the blade have a width of at least 5.3 cm.



A curved stick (hooked stick blade) is not permitted.

### 2.3 The skates

All players and referees on the ice must wear skates. There shall be no sharp points or other things on the skates which might harm others. To prevent injuries the front and back ends of the blades shall be rounded to a radius of min. 5 mm. The blade must have a minimum thickness of 2.9 mm.

### 2.4 Protection equipment

All players and referees must wear approved helmets. All players must also wear approved mouth guard and/or teeth guard as well as neck protection. The



goalkeeper must wear approved full-face protection. For players with one eye, it is obligatory to wear full-face protection.

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

It is not allowed to wear unprotected body decoration.

All players at junior age or younger must use approved full-face protection. Junior age is defined as 19 years and younger at the end of the current season.

From the 2020-2021 season onward, the provision is that field players going from junior to senior shall continue using face protection throughout their careers as follows:

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

- Half-face protection / visor and a mouthguard and/or teeth guard.
- Full-face protection

Players born in 1998 or earlier may use only a mouthguard and/or teeth guard.

## **2.5 Uniforms – similar uniforms**

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

On neutral ground the team that is mentioned first in the program, is entitled to use its own home uniforms. The sequence in the program is decided of the administrating authority.

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

All equipment must be approved by Hungarian Bandy Federation's Technical Committee.



## Comments and interpretations

### **C2.1 Mark of approval**

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

### **C2.2 The referee's control of the equipment**

Hand straps, metal fittings, screws and similar equipment are not allowed on the stick. In connection with the coin flip for sides the team captains shall confirm that all equipment used by his team is according to the regulations, and that the players are using protective equipment in accordance with regulations in section 2. The team captain is responsible for his team in this case. The referee can refuse a player to start a match if the equipment is incorrect. If a player should be found using deficient equipment, the player is to be penalized 3 minutes. The game is restarted with a free stroke if the referee had to call for a stop in the game to penalize the player. If the player before the start of the match have been denied participating due to incorrect equipment anyway starting a match, the player will be penalized for 3 minutes. If a player is penalized 3 minutes for incorrect equipment and re-enters the game, without showing to the referee that the equipment is correct, will receive a match penalty not reported.

### **C2.3 Players who lose their equipment**

A player who during the match happens to lose protective equipment (helmet, face mask, mouthguard etc.) is not allowed to continue playing. The player must correct the equipment at once. The punishment for breaking this rule is free stroke for the opposing team and 3 minutes penalty for the player breaking the rule.

### **C2.4 Delay due to deficient equipment**

The referee shall act with determination against a player who is obstructing the game by tying its skates, or placing its gloves on the ice, etc. Any correction of equipment shall be done on the players' bench, whereto the player shall be sent. If a player by such behaviour obstructs the game, the player shall be penalized (3 min).

### **C2.5 Ball stuck in the skate or 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 a faceoff.



### **C2.6 Duties of the organizer**

It is the responsibility of the organizer of the match that there are enough balls (at least 20 balls) and ball baskets at each goal cage at the start of the match. The ball baskets must not be made in a way that might be harmful to the players.

### **C2.7 Colors**

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



## Rule 3. Number of participants

### 3.1 Number of participants at the beginning of the match

A match is played by two teams. Each team may have 7 players on the ice of which one must be the goalkeeper. A team may not begin a match with less than 4 players on the ice of which one must be the goalkeeper. Each team has the right to use reserve players (substitutes which can include one other goalkeeper).

The match sheet must be completely filled out with all names and numbers and must be delivered to the referee in good time before the match starts. Total allowed for play are minimum of 4 players, and maximum of 14 players.

A roster of the team players shall be given to the referee well ahead of the match. This list shall include not less than 4 and not more than 14 players. The list shall clearly indicate the substitute for the goalkeeper, but this is not necessary when less than 14 players are specified. All substitutes can be used as field players if less than 14 players.

The roster of the team can be filled up until end of the ordinary playing time of the game and in overtime. The roster cannot be filled up in penalty shot competition.

### 3.2 Substitutions of players during the game

Substitution of players can take place an unlimited number of times and at any time of the game, unless specified. There shall be no substitutions when a corner stroke is called. If a player in either of two teams gets injured in connection with the corner, the injured player may be replaced after approval by the referee.

Player changes must be made in connection with the border in connection with the substitute benches and made in such a way that the team does not win a favour of entry. In case of incorrect player change, the entering player shall be penalized 6 minutes full time penalty and the opposing team receives a free stroke.

The substitution shall take place at the marked area (see rule 1.3). The referee does not need to be informed about substitutions.

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



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

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

### **3.3 Entrance of players who have been sent off the rink**

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

A penalized player cannot be replaced during the penalty period.

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

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

### **3.4 The captain**

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

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

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

## **Comments and interpretations**

### **C3.1 Insufficient number of players at the start of the match**

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 that late arrived players are not specified on the roster, may enter the game after notification of the referee. Players who come to the match after the match started will be set up on players roster and the match report must be signed again by the responsible leader.

Not until the team is complete with 7 players and 7 substitutes, the goalkeeper substitute has not to be marked. This means that all the substitutes of the team can act as field players until 14 persons are specified on the roster (section 3.1.). An incomplete team can add new players until the match is over. This also applies for matches with overtime, but not for a penalty-stroke competition.

### **C3.2 Team with fewer than 4 players**

If a team at the beginning of a match has 4 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 4 players available, the referee cannot start the match. The referee has in this case to decide whether the match shall be cancelled, or if the start can be postponed until the team within a reasonable time is able to assemble at least 4 players.

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

As specified in rule 3.2, replacement of players and entrance of players shall take place at the player's 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 6 minutes (full time penalty).

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

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

### **C3.5 Responsibility for the team 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 can stay at the team benches during the game. Before the match the team leader shall sign the players' roster (match report) for the match and give it to the referees. If a player not stated on the signed



match report participates in the game, it will result in 6 minutes full time penalty and the team captain point out one player to mark the time penalty.

### **C3.6 Team leaders and substitutes**

Team leaders and substitutes, in total not more than 12 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 there is a match where there is a match doctor, the doctor may be placed next to the substitute benches. The doctor should not be noted on the team roster.





## Rule 4. Playing time

### 4.1 Ordinary playing time

A match is played in two halves of 30 minutes unless otherwise decided in the rules. Under extra ordinary circumstances (heavy snowfall or very cold), the referee can choose to divide the match time in more than two parts. This shall be reported by the referee in the match report.

### 4.2 Coin flip and start of the game

#### A. Coin flip

Before a match is to start the referee shall make a lot by flipping a coin or similar, and the winning team has the right to choose which side of the rink to start on. The loser of the coin flip will start with the ball. After the first half of the game, the teams change sides. The team that did not start the first half of the game shall have the ball to begin in the second half.

The same procedure will take place if the match time is extended (overtime) (1 x 5 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 its 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 offensive 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 timekeeping 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 ordinary 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.

If it is decided in beforehand a match with no winner after ordinary time. In this case the match is prolonged by maximum one round of 5 minutes or as set out in the regulations for the game, but the match is stopped immediately after an approved goal from one of the teams.

If none of the teams scores in the extra round of 5 minutes, the match result shall be decided by penalty stroke competition. See the regulations for this in rule 16.

### **4.4 Pauses**

#### **A. Ordinary pauses**

Between the first and the second half there shall be a pause of maximum 15 minutes. The players shall remain on the rink.

#### **B. Pause between ordinary time and overtime**

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

#### **C. The authority of the referee**

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

#### **D. Timeout**

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

### **4.5 Cancellation or interruption of the match**

If something happens before or during the match that makes it impossible to complete the match in a sportsmanlike manner, the referee can at its 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 goals, the border etc.).



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

#### **4.6 Restarting the game after interruption (faceoff)**

When the game has been temporary interrupted, it is to be restarted with a faceoff 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 faceoff is moved to the nearest free stroke point on the penalty line.

In faceoff 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 faceoff 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. Playing time is too long**

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

#### **B. Playing time is too short**

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, the referee can resume the game from the place where the ball was situated when the game was called off.

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

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

#### **C4.3 Control of the time**

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

#### **C4.4 Extreme low temperature**

Very low temperatures that might lead to frostbite 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 20 minutes, each with a 5 to 10 minutes break between the periods.

After the warm up break the play is started with faceoff at the centre point. The referee must remember that change of sides take place after 30 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, the referee 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 can decide to divide the match in three periods to allow time for snow clearance. The referee can also interrupt the game to order snow clearance if special circumstances makes this necessary.

#### **C4.7 Dense fog**

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

##### **A. Dense fog before the match**

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

##### **B. Dense fog occurring during the match**

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

#### **C4.8 Timeout**

Only the team captain and the coach are entitled to ask for a timeout. The timeout shall be taken at the next stop in the game. Timeout can also be taken directly when a goal is scored, but not when there is called for a penalty shot or a corner stroke. The referee announces the extra time for all the time spent on the timeout. Player with time penalty cannot participate in the timeout.

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

#### **C4.9 Teams arriving too late to the ice**

Teams that arrive to the ice too late shall be penalized with a 3 minute penalty. The team captain appoints the player who shall serve the penalty.



## Rule 5. The player's right and obligations

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

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

### Comments and interpretations

#### **C5.1 Players without a stick**

Field players who interfere or participate in the game without stick or with part of a broken stick shall be penalized (3 minutes). The penalty shall be 6 minutes if the irregular participation takes away a decisive scoring opportunity for the opposing team.

#### **C5.2 Players who incidentally touch the ice**

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

#### **C5.3 Players in kneeling position**

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

#### **C5.4 Players that throw themselves on the ice**

Field players who intentionally throws themselves on the ice to stop an opponent, is to be penalized 6 minutes and the opposing team is awarded a free stroke. If the collision takes place in the penalty area, the referee should award a penalty shot.



#### **C5.5 Goalkeepers that throw themselves on the ice**

The goalkeeper is allowed to throw itself on the ice to stop the ball within its penalty area. Should the goalkeeper collide with an opponent before the goalkeeper reaches the ball, the referee shall blow for a penalty shot. The goalkeeper shall be given 6 minutes penalty.

#### **C5.6 Goalkeeper playing outside its penalty area**

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

#### **C5.7 Broken stick**

A player with a broken stick is personally responsible to remove the parts from the rink. Players who fail to do this, shall be penalized 3 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 its skates or part of its skates are outside the rink.

#### **C5.9 Entrance of a substitute**

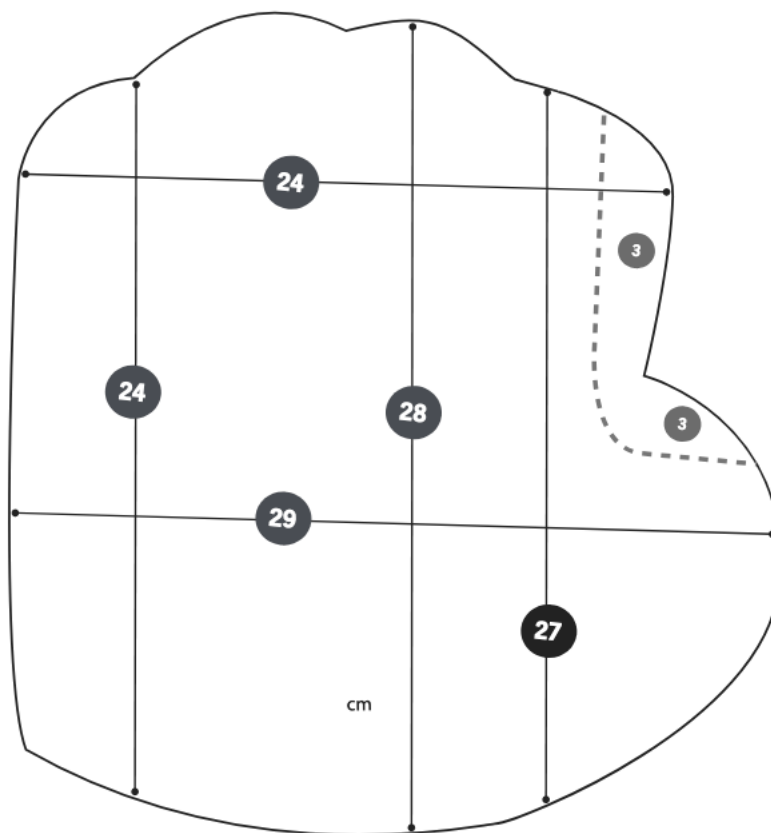
Players who have been totally out of the rink (substitutes, penalized players or players who have come too late for the match) shall all have at least one skate on the rink before they can participate in the game. Before they are inside the rink, they are not considered to take part in the game.



## Rule 6. The goalkeeper

### 6.1 The goalkeeper's equipment

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



The leg protection shall comply with Hungarian Bandy Federation Technical Committee's (TC) regulation. Dimension shall be max 80 cm high and 30,5 cm wide.

Face protection is compulsory for goalkeepers. Face protection must be CE-approved. Modifications to the facial protection are prohibited. A test blade (6 x 53 mm) shall not be possible to get through the protection.

### 6.2 Intentional play to own goalkeeper

A ball, intentionally played in direction to own goalkeeper, must not be caught, stopped or picked up by hand. The goalkeeper may stop the ball with its skates or





body otherwise a penalty shot is called. Back passes to own goalkeeper will result in penalty shot and time penalty when the pass is intentionally to the goalkeeper.

### **6.3 What the goalkeeper can do inside its own penalty area**

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

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

The limit of 5 sec. is to be counted from the moment the goalkeeper has got control of the ball. The regulations for goal-throw are stipulated in rule 10.1 and in the comments and interpretations to rule 10.

### **6.4 What the goalkeeper can do outside its own penalty area**

Outside its own penalty area, the goalkeeper can stop the ball or give direction to it with his body or his skates except with its arms or hands stop, hold, strike or give direction to the ball outside its own penalty area. The goalkeeper can have one knee or one hand in the ice and stop the ball outside the penalty area as mentioned in this section. Errors by goalkeeper outside its own penalty area are punished with free stroke and if with advantaged also 6 minutes time penalty.

### **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 a throw from the goalkeeper shall be given a warning, and the opponent is awarded a free stroke. If repeated the goalkeeper shall be penalized for 3 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 its own penalty area**

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



### **C. Actions of the goalkeeper outside its own penalty area**

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

#### **6.6 Penalty on the goalkeeper**

If the goalkeeper is penalized 3 or 6 minutes, the goalkeeper may remain on the ice and the number of field players is reduced by one. The team captain decides which field player shall serve the penalty time. If the goalkeeper is penalized with red card, the goalkeeper must leave the rink to the locker room.

If the team has less than 14 players on the roster (7 + 7 substitutes), any of the field players can replace the goalkeeper. If there are 14 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 apply for substitution of a goalkeeper that has been sent off the rink, also applies for substitution of an injured goalkeeper.

#### **6.8 Goalkeeper that is unable to throw 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 faceoff at the nearest free stroke point on the penalty line.

#### **6.9 Goalkeeper that switches with a field player**

If a team has less than 14 players (7 + 7 substitutes), 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 shall not be hindered by field players**

A goalkeeper inside its own penalty area should not be hindered to set the ball into the game again. An opponent, who does so, shall be given a warning. If repeated, the player will be penalized for 3 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 along as long as the point where its stick hits the ball is not higher than the players shoulder in upright position. If the player jumps up from the ice, its allowed to hit the ball with the stick but not higher than the chest.

### 7.2 Giving direction to the ball

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

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

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

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

If the erroneous stopping leads to an advantage for the fouling team, the fouling player is also given a 6 minute penalty.

### 7.4 The ball hitting a referee or the referee interferes a player

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



## Comments and interpretations

### **C7.1 High stick**

Any kind of stopping of the ball with the stick above shoulder height is forbidden and shall be punished. With shoulder height is meant the height of the player has in upright position and with the skates on the ice. If a player plays high stick but fail to hit the ball, this should not be penalized with free stroke or penalty stroke unless the offense is considered dangerous game and the risk of other players.

### **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. 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 its 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 its stick.

### **8.3 Violent play**

Any violent, dangerous or unfair play is strictly forbidden.

### **8.4 Hindering an opponent that is not in possession of the ball (interference)**

It is forbidden to hinder an opponent that is not having the possession of the ball.

### **8.5 Acceptable body contact with an opponent**

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

### **8.6 Punishment for breaking the rules**

If this rule is broken, a free stroke should be awarded, or a penalty shot if the break was committed within the penalty area of the defending team hindering a scoring chance. In certain cases, the offender is penalized with a penalty (6 minutes or the rest of the match).

### **8.7 Tripping an opponent in scoring position outside the penalty area**

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



## Comments and interpretations

### **C8.1 Unacceptable contact with an opponent**

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

### **C8.2 Strokes against an opponent with the stick but not hitting**

When a player tries to hit an opponent with its stick and the player fails to hit the opponent, a free stroke shall be awarded and there shall be a 6 minute penalty or a red card for the player. If the situation takes place inside the penalty area a penalty shot shall be called.

### **C8.3 Strokes on the stick**

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

### **C8.4 Shadowing an opponent**

It is not allowed intentionally to shadow a player when your own team are in possession of the ball. Such behaviour shall be considered as shadowing, and the referee shall give warning to the shadowing player, and the referee shall call for a free stroke. If shadowing is repeated, by the same player or by a teammate, the referee shall call for a free stroke and penalize the offending player with a 3 minute penalty. It is allowed to shadow a player when your own team does not have possession of the ball.

### **C8.5 Tripping an opponent outside the penalty area**

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

The attacker being tripped must:

- have its face towards the goal
- not be skating towards the sidelines
- have passed the centre line but not inside the penalty area
- be skating towards the goal
- be completely free



### **C8.6 Tripping an opponent inside the penalty area**

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



## Rule 9. Approval of goal

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

### 9.1 An approved goal

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

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

### 9.2 An unapproved goal

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

A goal cannot be made directly from a throw from the goalkeeper of the attacking team.

### 9.3 The goal out of position

Should the goal 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 an approved goal

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

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

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





Nor shall there be a stroke off when a goal is scored in overtime.

## 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 player**

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

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

### **C9.3 The ball hitting a spectator**

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

### **C9.4 A ball hindered by unauthorized person**

If the ball is prevented from crossing the goal line by a not authorized person with the game, the goal is not valid. The game shall be resumed by faceoff.

### **C9.5 An unauthorized person with the game tries to stop the ball**

If an unauthorized person with the game tries to hinder the ball from crossing the goal line, but fails in this, the referee can approve the goal, if the referee is convinced that the unauthorized behaviour did not affect the situation.

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

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

If this incident happens under the execution of a penalty shot, and the ball goes into the goal, 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 ice**

If a team, due to an error, has too many players on the ice 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 ice, 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 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 into play

### 10.1 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 throw from the defending goalkeeper. A throw or a free stroke inside the penalty area can be played inside the penalty area. Opponents shall be outside the penalty area when the free stroke or throw is made.

### 10.2 Ball played over the boards at the rest of the rink

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

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

### 10.3 Corner stroke

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

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

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

When the corner stroke is taken, the players of the defending team shall be behind or on the 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.

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

If any of the offensive players is inside the penalty area at the moment the corner



stroke is taken, a free stroke is given to the defensive team where the player crossed the line.

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

Goal can be made directly on a corner stroke.

When a corner stroke is called no substitutions are allowed. Nor can a penalized player enter the rink, until the ball has been put into play, i.e., the corner stroke is executed. If a player in either of two teams gets injured in connection with the corner, the injured player may be replaced after approval by the referee.

## 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, crossbar or the referee**

The ball is still in play if it hits one of the goal posts or the crossbar 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 faceoff.

### **C10.3 Execution of throw, corner stroke, free stroke and penalty shot**

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

### **C10.4 Regulations for throw**

The goalkeeper can move within its own penalty area, but not for more than 5 seconds with the ball in his hands before the goalkeeper must put the ball in play. If the ball has been played over the goal line, the count starts as soon as the goalkeeper receives a ball.

#### **A. Obstruction of the game in connection with throw**

The ball must be put into play within 5 seconds. The goalkeeper cannot drop the ball on the ice and catch it again. Nor can the goalkeeper throw the ball in the air and catch it again.



The referee shall see that the goalkeeper 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**

The ball is in play again as soon as the goalkeeper has the ball in one or both of goalkeeper's hands. An attacking player can enter the penalty area after the goalkeeper has entered the rink with the ball in one or both hands, but the player may not disturb the goalkeeper.

#### **C. The goalkeeper drops the ball into own goal or over the goal line**

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

#### **D. Goal after throw**

If the ball after a correct throw goes directly into the goal of the opponent without any other player having touched the ball, this will not be approved as a goal. The play will be resumed with a throw for the opposing team. If, however any other player, irrespective of team and including the opposing goalkeeper, touches the ball after a correct throw, and the ball then goes into the goal, the goal will be approved. The touch of a player from the offensive team must be at correct play according to rules 7.2 and 9.1.

#### **E. The position of the opponents during goal throws**

All the opposing players shall be outside the penalty area when a goal throw is executed. The goalkeeper 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 or 3 minute penalty, and there shall be a free stroke.

#### **F. The opponent players are obliged to be outside the penalty area**

If an opponent is not at the correct position and the player's team gains a favour, a free stroke is called.



## **C10.5 Regulations concerning corner strokes**

### **A. Definitions of crossing the lines**

If any of the defending players crosses the lines defined in rule 10.3, and through this gains an advantage, there shall be a new corner stroke, and a team warning is given. The referee can await the situation and await an attempt by the attacking team before the referee punish the defending team. Time lost through the offence shall be added to the match time. The referee can also give a team warning to 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 defending team at the spot where the player entered the penalty area.

### **B. Execution of corner strokes**

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

### **C. Corner flag**

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

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

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



## Rule 11. Offside

A player cannot be offside.



## 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 electrical lighting.
- Rule 2: Incorrect equipment: Stick, skates or obligatory safety equipment. (Or rule 6: Incorrect goalkeeper equipment.)
- Rule 3: Incorrect change of players.
- Rule 4: Incorrect faceoff.
- Rule 6: Offence by the goalkeeper or for attack on the goalkeeper.
- Rule 10: Incorrect throw, corner stroke or ball outside the sidelines.
- Rule 13: Incorrect execution of free stroke.
- Rule 15: Incorrect execution of penalty shot.

### 12.2 Free stroke is also awarded

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

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

## Comments and interpretations

### C12.1 Incorrect equipment

When the referee during the match discovers deficiencies in the equipment, the referee shall award the opposing team a free stroke and give 3 minute penalty for the player that has incorrect equipment. If the deficiency is discovered during a stop in the game, there shall be no free stroke.





### **C12.2 Two offences made by players from both teams**

If two offences are made consecutively, the referee shall blow for the first offence if the referee 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 faceoff.

### **C12.3 Two offences made by players from same team**

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

### **C12.4 The rule of advantage**

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

If the offence is such that the fouling player will be sent off the ice, the referee is demonstrating this by holding its arm in an upright position above its head, and then pointing at the fouling player with the arm in horizontal position. If the referee applies the rule of advantage the referee cannot change this decision because the attacking team fails in the attack that followed the foul.

### **C12.5 A player expecting a call 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 chooses to blow the whistle.

### **C12.6 Technical faults by a defending player inside own penalty area**

A technical fault, for instance if the goalkeeper after having caught the ball put down the ball on ice and picks it up again, there will be a free stroke for the opposing team.



If a field player makes a technical fault, for instance if the player who executes the free stroke is playing the ball again until it has been played by another player, there will be a free stroke for the opposing team.



## Rule 13. Execution of free strokes

### 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 faceoff spot inside the penalty area. The ball must lie still before it is played.

### 13.2 The opposing team's position

When a free stroke is to be played, the opponents have 5 seconds to take a position at least 5 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 3 minutes.

### 13.3 The execution of a 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 free stroke at additional time and overtime

If a team is given a free stroke on the opponent's 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 addition time or overtime must go directly into the goal by one shot to be approved goal if the signal for one shot has been given by the referee. This rule also applies to a corner stroke, stroke off, faceoff and to a penalty shot. (When a corner stroke is executed, two touches are allowed. Executing the corner stroke and one shot).

## Comments and interpretations

### C13.1 Quick 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 player executing the free stroke**

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

### **C13.3 Opponents obligations**

The opposing team must be positioned at least 5 m from the ball within 5 seconds of calling a free stroke. If the free stroke is executed before the opponents are in position, the player(s) not in position shall remain passive during the play. If the out-of-position opponent is active and gains an advantage, the player is penalized for 3 minutes, and a new free stroke is called.

### **C13.4 The right to demand 5 meter distance**

The player executing the free stroke has the right to demand correct distance for the opposing players. If the free stroke player demands correct distance from its opponents, and the referee agrees that the opposing team is out of position, the play is called off until the opposing players are in correct position. A warning is given to any player who deliberately does not take the correct position. If the free stroke is executed before the referee calls the play, the player who puts the ball into play, is penalized for 6 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, a free stroke is awarded to the other team.



## Rule 14. Penalty shot

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

### 14.1 Violent play

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

### 14.2 Illegal play

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

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

#### B. Impeding opponent's stick

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

#### C. Throwing the stick or any other object

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

#### D. Kneeling or throwing oneself on the ice

Kneeling position with both knees on the ice or throwing oneself on the ice to stop a ball or an opponent, with the exception of the goalkeeper.

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

With the exception of the goalkeeper.

#### F. Holding or hooking an opponent.

#### G. Intentionally passing own goalkeeper

See rule 6.2

## Comments and interpretations

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

In the case of a time penalty for misconduct in the penalty area, the restart shall be a free stroke and not a penalty shot.



#### **C14.2 Throwing objects 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 6 minutes.

#### **C14.3 Defending player holds onto the posts or the crossbar**

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

#### **C14.4 Moving the goal**

If a player moves the goal on purpose during the game, a free stroke is called and the offending player is penalised for 6 minutes. Should the player's action avert a goal situation, a penalty shot is called.

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

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

#### **C14.6 Slashes on skates or body**

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

#### **C14.7 Advantage rule**

The referee is advised not to use the advantage rule in penalty situations inside penalty area. If the referee applies the advantage rule in penalty situations, the referee 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 the player misses the goal.

#### **C14.8 Decisive and consistent refereeing**

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



## Rule 15. Execution of penalty shot

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

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

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

### **15.2 Player's 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 in a forward direction. If the ball is played backwards, a free stroke is given to the opposing team. Faking a shot 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).

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 with a free stroke to the opposing team.



### **15.5 Foul by attacking team**

If any of the attacking team's players makes 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 executed 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 defending team is called at the point where the foul was made.

### **15.6 Foul by defending team**

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 executed again.
- C. If the ball hits one of the goal posts and bounces back on the field, the penalty shot is executed again.

### **15.7 Foul by both teams simultaneously**

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

## **Comments and interpretations**

### **C15.1 Running start of by player executing the penalty shot**

If the player that 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 halftime or end of the game**

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

The referee shall inform the executor that it is overtime.

### **C15.3 Passing the ball to a teammate during the penalty shot**

If the penalty shot is made as a pass to a teammate, the referee must pay strict attention to the rules. The ball shall be played forwards toward the goal and must





move at least 20 cm to be considered executed. At the moment the penalty shot is executed, the player who shall receive the pass must be outside the penalty area.

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

#### **C15.4 Goalkeeper's position**

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

#### **C15.5 The referee's signal**

The referee must not signal for the execution of a penalty shot until all players are in the correct position. If the penalty shot is executed before the referee gives the signal, this situation is called as in 15.5 (Fouls by attacking team).

If the penalty shot is executed before the referee gives the signal, the player is penalized for 6 minutes. Otherwise, this situation is called as in 15.5 (Fouls by attacking team).

#### **C15.6 Player penalty and the penalty shot**

If the offence that led to the penalty shot also results in the player being penalized for the rest of the game (red card), no replacement can be made. The team is playing with reduced number of players for the rest of the game. If the offence results in the player being penalized for 6 minutes and the penalty shot results in a goal, the penalized player with the shortest remaining penalty time may re-enter the game.

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

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

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



## Rule 16. Penalty shot competition

As an alternative to extending the game or as an addition to a game already in overtime, a penalty shot competition can be arranged to determine a winning team.

### **16.1 Teams must know of possibility of 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 competition 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 team roster at the end of the ordinary playing time (or overtime) are entitled to participate. Other players may not be added, even if a team has fewer players than according to the regulations.

Players who have timed penalties may participate. Players who were expelled for the entire game (red card) may not participate. Goalkeepers are not allowed to execute penalty shots.

### **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 (3) 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, goalposts or crossbar into the goal. No second chance is given if the ball hits the goalkeeper, posts, crossbar or boards and returns without crossing the goal line.



### **16.5 Equal score after 3 penalty shots**

If both teams have scored the same number of goals after the 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 goalkeeper and the executor of the penalty shot shall remain at the centre line. The one goalkeeper not in action should stay outside the penalty area.

### **16.7 Execution of the penalty shot competition**

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

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

### **16.8 General remarks**

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



## Rule 17. Warning and Penalty

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

### 17.1 Verbal warning

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

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

### 17.2 Warning (yellow card)

All warnings for technical fouls shall be given as team warning. The next fault by the same team shall be penalized with 3 minute penalty. This applies for:

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

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

### 17.3 3 minutes penalty

The referee is to penalize a player for 3 minutes for the following offences:

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



- Playing with incorrect equipment. If a player is starting a match who have been denied participating due to incorrect equipment.
- Refusing to stand 5 meters away from the ball in a free stroke or in a corner stroke situation if the player's team has already had a team warning. If a player in connection with execution of a free stroke takes a sabotage-like position.
- Shadowing an opponent when your own team are in possession of the ball. It should be a time penalty if a player from the same team has already been warned.
- If the team is guilty of an offense that gives warning and the team previously warned.
- Playing without a stick or with a broken stick.
- Players who do not pick up and remove from the ice broken parts of his stick.
- Teams which do not arrive at the ice at time instructed by the referee.

#### **17.4 6 minutes penalty**

The referee is to penalize a player for 6 minutes for the following offences:

- Illegal play against an opponent in a game situation such as slashing his stick, running into, holding, knee or leg tackling or hitting the skates.
- Protesting a referee's decision.
- Deliberately throwing the stick or any other object at the ball or another player. This also applies for a player at the team bench, and in such case the team at the field shall be reduced by one player for 6 minutes.
- Behaving incorrectly towards players, coaches, officials or spectators.
- Playing the ball before a new signal when a 5 meter free stroke distance is demanded.
- Playing or stopping the ball intentionally with high stick, hand, arm or head, or in another irregular way, with decisive advantage to the team.



- If a team makes an irregular substitution, or if the team plays with too many players at the field, the player(s) who are committing the fault(s) shall be given a 6 minute penalty which is to be served full time and without any abbreviation, even if the opposite team scores a goal.
- Intentionally hindering an opponent who is not playing the ball (interference) and win a favour of this.
- A player who is not listed on the signed match report participates in the game. The team captain appoints a player to serve the penalty.

### **17.5 Exclusion for the rest of the match (Personal match penalty)**

The player who commits the offense is expelled for the rest of the match time, and the exclusion is not to be reported.

The team plays with one player less for 6 minutes, full time penalty. The captain decides which player should serve the time penalty.

#### **Situations for Personal match penalty:**

- A player who commits an offence (17.4) which is punished by 3 or 6 minute penalty is to be excluded from the game if the player has two previous timed penalties.
- A player who hinders a scoring chance by tripping an opponent outside the penalty area is given a red card. (See rule 8.7).
- A player penalized three minutes for incorrect equipment re-enters the game, without demonstrate to the referee that the equipment is properly.
- If a player on the penalty bench or a player during time penalty in half time made a misconduct. Unless the penalty is rough reported
- If a player in connection with the time penalty of 3 or 6 minutes is guilty of an additional foul that will be penalized by 6 minutes. (Except 6+6 minutes misconduct, see 17.6)
- If a penalized player intentionally enters the field before the penalty deadline or leaving penalty bench without the referee's permission.



### **17.6 Exclusion for the rest of the match (Match penalty)**

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

- Attacking an opponent in a ruthless way, such as by direct blows or kicks on hands, arms or body.
- Attacking an opponent in a brutal way, such as incorrect tackling with high speed or blind side tacklings.
- Abusive language and attacks towards the referee, officials, players, coaches or spectators.
- If a player in connection with a 6 minute time penalty for misconduct is guilty of further time penalty.

Players penalized for the above offences at 17.4 and 17.5 have full game penalty and may not participate or be substituted in the case of extra time or penalty stroke competitions.

### **17.7 Penalizing coaches and/or substitutes on the substitute bench**

The coaches and the substitutes at the bench can be given verbal warning, 6 minutes penalty or match penalty. If a player on the substitute bench is penalized for misconduct 6 minutes the player will be placed on the penalty bench and the numbers of players at the ice is reduced by one player. If a player on the bench is penalized by match penalty, the number of players at the ice is reduced by one for the rest of the game.

If the coach is penalized 6 minutes for misconduct, the coach will remain in leadership and continue the coaching work. The captain decides which player should sit on the penalty bench. The penalty is a full-time penalty, and the player must sit on the penalty bench for 6 minutes and not re-enter even if a goal is scored by the opposite team. The responsible coach will also be punished with a 6 minute penalty for administrative errors on the signed match report. The captain decides which player should sit on the penalty bench. The penalty is a full-time penalty, and the player must sit on the penalty bench for 6 minutes and not re-enter even if a goal is scored by the opposite team. The penalty according to this rule shall not be regarded as a personal penalty for the person who was appointed by the captain to serve the penalty.

If the coach is penalized for the rest of the match, match penalty, one of the players, but not the goalkeeper, shall serve the penalty for 6 minutes and the number of



players on the field is reduced by one. This time penalty is called full time penalty and the player may sit on the penalty bench for 6 minutes and not re-enter if a goal is scored by the opposite team. Penalty according to this rule shall not be regarded as personal penalty for the person who was appointed by the captain.

The penalized person, match penalty, shall be removed from the playing field/bench area. In this situation the misbehaviour shall be reported.

### **17.8 Penalty for simultaneous offences**

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

### **17.9 Fulltime penalty**

In following situations, the penalty of 6 minutes by fulltime penalty be used. A fulltime penalty implies that the penalized player remains on the penalty bench for 6 minutes, even if the opposing team scores.

- If players from both teams commit coincidental time penalties in the same situation.
- If a player makes an incorrect substitution.
- If a team plays with too many players on the ice.
- The player who sits on the penalty bench for a time penalty for misconduct by a leader.
- The player who sits on the penalty bench for a time penalty for red card match penalty by a leader.
- The player who sits on the penalty bench for a personal match penalty.
- The player who sits on the penalty bench for a time penalty for administrative errors on the signed match report by a leader.





## Comments and interpretations

### **C17.1 Admission of penalized player at goal**

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

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

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

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

### **C17.2 Players for too many players on the ice**

If a team plays with too many players on the ice, the extra player(s) shall personally be penalized for 6 minutes. If the referee is in doubt which player is in excess, the team captain shall decide. If a team with too many players commits other offences, these shall be penalized according to the normal rules.

### **C17.3 The advantage rule. Delayed penalty**

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

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



#### **C17.4 Penalized player (3 or 6 minutes)**

A penalized player shall sit on a special penalty bench, or close to the centre line. Should the player be seriously injured, the player 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 Timekeeping of the penalty**

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

#### **C17.6 Penalized player that re-enters the game too early**

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

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

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

#### **C17.7 Offences committed by penalized player**

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

#### **C17.8 Player or coach that has been given a personal match penalty or match penalty**

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

#### **C17.9 Offences committed outside official match time**

If a player commits an offense which qualifies for a match penalty before the match, the player is shown off the ice. The team can complete the match with a full team,



but the number of substitutes must be reduced by one. If the offense occurs when the referee has entered the ice just before the match starts or in the halftime break, the team shall be reduced by one player for the remaining match time. If the offense occurs after the match, the referee must prepare a report and submit it to the jury.

#### **C17.10 Referee conduct**

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

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

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

The referee shall address the player at normal speaking distance, and with other players at distinct distance. The referee shall inform the player of his offence and the extent of the penalty both orally and with stipulated signs. Warning is signalled by yellow card and match penalty by red card. In matches where there is a match secretary, the referee shall approach the match secretary and inform of the cause and the time of the penalty. When there is no match secretary, the same information is given to the team coaches.

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

#### **C17.11 Reporting of match penalties on players and coaches**

When a match penalty is given (red card for rough foul or misbehaviour) 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 the referee is going to file a report on a player or a coach. Team coaches shall contact the referee after the match to ascertain such action.



## **Rule 18. The referee and match secretary**

### **18.1 The referee's authority**

The referee's authority becomes effective when the referee arrives the playing area and lasts until the referee 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. Hungarian Bandy Federation's Technical Committee (TC) can decide on other colors of the referee shirt. The referees must wear similar uniforms and they should have divergent color against player's uniform.

### **18.3 Time of match**

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

### **18.4 The right to refuse a player to participate**

The referee has the right to refuse a player to participate if the player 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. If it appears, whether it received a protest, the referee's decision is based on obvious errors which pose a significant risk of injury to players, coaches, referees or officials, the Jury may decide to change the consequences of incorrectness.



### **18.6 Instruction from the side**

In official matches, the referee must not permit trainers, coaches or substitutes in a disturbing way 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. The head referee should control and sign the match protocol after the match.

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.

Based on the report, the administrative authorities will decide with respect to the parties committing the offence.

### **18.8 Match secretary**

In international 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 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 spectators**

The referee should make sure that the spectators keep off the field, and thus do not obstruct play. The referee 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 to hamper the completion of a match.

### **C18.3 Brutal play**

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

### **C18.4 Addition of match time**

At the exact expiration of time, at halftime 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 or 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) to receive information about co-operation during the match. The match secretary is responsible for supervising the time of penalties and penalized players. The timing of the penalties is not started until the play has been resumed.



## Rule 19. Guideline for reporting

### 19.1 Protests

A protest must be given to the head referee or the supervisor within 10 minutes after the end of the match. A written report from the team leaders must be sent within four hours to the supervisor/tournament office.

### 19.2 Jury

The jury for the competition must deal with all issues within 72 hours after the end of the match. This includes protests, results of match penalty red cards, and video content. If the jury has access to video content, they may use it to determine what suspension to apply to a player, coach, or team, even if the referees missed the situation during the match. If a punishment involves the last match in a tournament, the decisions will then be made within 7 days of the match.

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

### 19.3 Disciplinary actions

Any match penalty red card is automatically a minimum suspension of one match. A match penalty red card issued for attacking an opponent with direct hits or kicks is a minimum suspension of two matches. A match penalty red card for abusive language and/or attack toward referees, officials, players, coaches, or spectators is a minimum suspension of two matches. A leader who receives a match penalty red card for harsh or vulgar language towards any match official will receive a minimum suspension of one match. The jury may also impose financial penalties. A leader who is highly critical of an official during a press conference or in other situations before or after a match can be punished by the jury with a suspension and/or financial penalties. Players who are younger than 17 may be given lesser suspensions, due to their younger age.

If a player or leader commits a very serious offense, e.g., direct hits to the referee or mistreatment of another participant, the suspension may be stated in length of time rather than the number of matches. In that situation the case is to be handed over to the Hungarian Bandy Federation's Executive Committee (EC) for a final decision. The player or leader in this case is suspended during the investigation. If a player or leader is suspended for more matches than remain in the competition, the following rules apply:



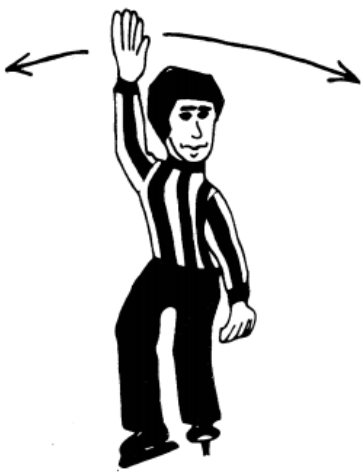
- The suspension will carry forward to the next season (for the same classification of competition).
- If a youth player has been suspended, but their suspension remains while the player moves up to the next age classification, the suspension is treated under the guidelines of the older age bracket.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





## 20. Information and penalty signs

### Information signs



BALL AGAINST LIGHTING OR ROOF



PENALTY SHOT



TIME PENALTY OR OFFSIDE



TIME OUT



## Penalty signs



VIOLENT PLAY



SLASHING



MISCONDUCT



RED CARD



INTERFERENCE



HOLDING



SABOTAGE



HITTING THE STICK



HOOKING



TEAM WARNING



TRIPPING

