

RINK HOCKEY TECHNICAL COMMISSION

OFFICIAL REGULATION



**WORLD
SKATE**

- Rules Of The Game
- Technical Regulation
- Rules Of Refereeing

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CHAPTER I - ABOUT THE GAME

ARTICLE 1 (The Rink hockey game)

1. The game of Rink Hockey is practiced on a rectangular, flat and smooth surface, played between two teams.
2. Matches are played on indoor or outdoor rinks, with different weather conditions, day or night, in natural light or artificial light.
3. Players use skates with four wheels placed parallel along two transverse axes; and they try to score a goal in the goal cage of the opposing team, only using the stick.
4. One or two Main Referees are in charge of enforcing the Rules of the Game, being assisted in the control of the game times by an Auxiliary Referee, all of them officially nominated; They manage the official table of the game, which is located on the outside of the playing rink, in a central position and next to the fence.

ARTICLE 2 (Structure of the teams)

1. A team is made up of ten (10) players and seven (7) technical representatives, taking into account that:
 - a. Of the ten (10) players, two (2) are necessarily goalkeepers.
 - b. Two (2) are official team delegates.
 - c. One (1) is head coach.
 - d. One (1) is assistant coach or physical trainer.
 - e. One (1) is doctor.
 - f. One (1) is massage therapist or nurse or physical therapist.
 - g. One (1) is mechanic or material responsible.
2. Under normal conditions, on the playing rink, each team has one (1) goalkeeper and four (4) players.
3. A rink hockey game may only start when each team is represented by, at least:
 - a. Two (2) goalkeepers, one starting and one substitute.
 - b. Three (3) rink players.
 - c. One (1) official team delegate.
 - d. One (1) head coach.

- e. If there is an absence of a head coach or a delegate, the match may also start, although the Main Referees must indicate this circumstance in the observations of the official match record.
4. In the international competitions of nations that are played on successive days, each participating National Federation may register a total of twelve (12) players, with three (3) of them being goalkeepers, although in the match report they can only register ten (10) players.
5. The registration of a coach, acting as a player, or vice versa, in any international competition is not allowed.
6. When one of the technical representatives indicated in sections “b” to “g” of point 1 cannot be registered in the minutes, the presence on the bench of another member who is not registered in the same function is not allowed.
7. The registration in the official record of the match and the identification of the players of the teams is made by means of different numbers, between one (1) and ninety-nine (99), without being able to use zero. The number will be worn on the back of the shirt, being visible and legible and, optionally on the pants.
8. Any team may introduce additional technical representatives who had not started the match, under the condition of their prior registration in the official match report.
9. Only two (2) of the representatives that are at the substitute bench of each team, including the head coach, may remain standing. The rest of the members remain seated. The Rink Delegate is not part of the composition of any of the teams.
10. With the exception of the substitute players, the other representatives of the teams that are registered in the official record of the match will have a badge issued by the organizing entity, with a current photograph and with the indication of their name and their function in the team.
11. In the event that a representative suffers the loss of the credential issued by the organizing entity, he will not be authorized by the Main Referees to remain on the bench of his team, except if a specific authorization is issued by the organizer entity.

ARTICLE 3 (Playing time)

1. In the U-15 category, the useful playing time is thirty (30) minutes, divided into two periods of fifteen (15) minutes.
2. In the U-17 category, the useful playing time is forty (40) minutes, divided into two twenty (20) minute periods. In competitions under the jurisdiction of a Continental Area or an affiliated Federation, a useful playing time of thirty (30) minutes may be established for the U-17 FEMALE category, divided into two periods of fifteen (15) minutes.
3. In the U-19, U-23 and SENIOR category, the useful playing time is fifty (50) minutes, divided into two periods of twenty-five (25) minutes. In competitions under the jurisdiction of a Continental Area or an affiliated Federation, a useful playing time of forty (40) minutes may be established for the U-19 MALE category, divided into two periods of twenty (20) minutes.
4. In all categories, a rest period of ten (10) minutes must be granted, between the end of the first period and the beginning of the second period of play.

ARTICLE 4 (Playing areas)

1. The dividing line of each half rink allows the delimitation of two "zones" of play for each team, defensive and attacking, corresponding to different ball possession times, depending on whether they are in one or the other.
2. Defensive zone. Ball possession time and corresponding control.
 - a. When a team assumes possession of the ball in its defensive zone, it has ten (10) seconds to make it reach its attacking zone. The counting of this time begins when the player controls or has the possibility to control the ball.
 - b. After an attack situation, the team that had initiated an offensive action may return the ball to its defensive zone, having five (5) seconds to return it to its attacking zone. The counting of this time begins when the ball passes the half rink line.

3. Attacking zone. Ball possession time and corresponding control.
- a. The teams have a maximum time of forty-five (45) seconds of play to end their attacks, in order to score a goal. This time will be controlled by electronic scoreboards; if they do not exist, it will be the Main Referees who assume the control of this time.
 - b. The counting of ball possession time is only interrupted when:
 - 1) The team that had it in its possession benefits from a direct free hit or a penalty.
 - 2) The ball touches one of the posts of the opponent's goal or is touched by the goalkeeper.
 - 3) The ball is recovered, and not simply touched, by a player of the opposing team, retaking possession of it to the team that initially had it.
 - 4) A face off has been taken.

CHAPTER II - SPECIFIC SITUATIONS

ARTICLE 5 (Start and resume)

1. The game begins and ends with the referee's whistle; the acoustic signal of the chronometer is only indicative.
2. At the beginning of each period of the game and when a goal is scored, the ball is placed in the centre of the central circle, being executed the corresponding centre pass, after the Referees blow their whistle.
3. The visiting team executes the centre pass of the first period of the match or its extra time; the home team takes the centre pass for the second period of the match or extra time.
4. The team that suffers a goal resumes the game by executing the centre pass, except for the goals obtained during the penalties of a match tiebreaker.
5. In the execution of the centre pass, all the Players remain in their half rink and only two of them, the one who executes it and a teammate, can remain within the central semicircle of their own rink.
6. After the whistle of the Main Referees, the ball is in play, and the opposing players can take it.
7. In the execution of the centre pass, the ball may be sent to the opposite half rink or stay in its own half rink, situation in which the executing team has five seconds to bring it towards the attack zone.
8. If the player in charge of executing the centre pass decides, after the referee's whistle, to shoot directly at the opponent's goal and manages to score a goal without the ball being touched or played by any other player, the goal will not be valid, resuming the game with the signalling of an indirect free hit that is executed in the lower angle of the closest penalty area where the ball has entered.

ARTICLE 6 (Playing the ball)

1. The ball can only be played with the flat parts of the stick.
2. The ball can be stopped with the skates or with the body, but never with the hands, except in the following cases:
 - a. Attacking player when inside the rival penalty area.
 - b. Defending player who, being inside his penalty area, deliberately cuts a pass or a shot from an obvious goal occasion, infraction that must be sanctioned with a penalty.
3. Goalkeepers or players in shooting situations to the opponent's goal, being inside the penalty area, may play the ball with the sharp edge of the stick.
4. The action of the player is valid, if after raising his stick over his own shoulder and without endangering the Referees and/or other players on the rink, controls the ball and decides to hit it in the direction of a teammate or in the direction of the opponent's goal, trying to score a goal.
5. The ball cannot rise more than 1.50 meters high, except for the goalkeeper when it is in his penalty area.
6. When the ball becomes defective, it is replaced and play is restarted with an indirect free hit in favour of the team that had possession of the ball.
7. The ball is in play when:
 - a. The Main Referees whistle to start or resume the match.
 - b. When the player who benefits from a foul touches the ball to put it in play.
 - c. When accidentally touch the Main Referees.
 - d. When accidentally rises to more than 1.50 meters, either because it hits the goal cage or the side or top fences, due to the goalkeeper's defence or as a result of a rebound between two sticks.
8. The ball is out of play when one of the following occurs:
 - a. It leaves the rink or is held between the fence and the protection net. In this situation, the match is interrupted by the Main Referees, ordering afterwards, always using their whistle, the resumption of the match, in accordance with the following alternatives:

- 1) Execute an indirect free hit against the offending team, when the Referees have no doubts about the player who sent the ball out of the rink.
 - 2) Execute a face off, when the Referees have doubts about the player who sent the ball out of the rink.
- b. It is retained in the goalkeeper's shin guards or anywhere outside the goal cage. In these situations, the Main Referees will interrupt the match, then restarting it with a face off, which takes place in one of the lower corners of the penalty area in question.
 - c. It touches the ceiling of the pavilion (deck, net, lights, beams, baskets, etc.). At the moment of impact, the Main Referees will stop the match and restart it with a face off in the centre of the rink.

ARTICLE 7 (Obtaining and validating a goal)

1. A goal is considered, every time that, with the game in play and under regulatory conditions, the ball completely cross the goal line, which is located between the posts and below the crossbar, without the ball being thrown, transported or propelled with the foot or any part of the attacking player's body.
2. A goal is valid if it is the result of:
 - a. A shot made from any part of the rink.
 - b. The execution of a face off, even when the ball enters the goal directly, without having been touched or played by any other player.
 - c. A player's shot towards his own goal, either with the stick or as a result, accidentally or not, of a bounce of the ball in any part of his body or of a bounce on his own skates. Or the one that is carried out in a deliberate and intentional way by a player or a goalkeeper in his own goal.
 - d. If The intervention of a goalkeeper in defence of his goal, when the ball hits, and it enters the opposing goal directly, without being played or touched by another player on the rink.
 - e. The ball raising more than 1.50 meters high, after hitting one of the goal posts or stringer, or against the side or top fences, and when it falls, it touches the goalkeeper's back and enters the goal.
3. A goal is not valid as a result of:
 - a. A voluntary rebound or not, on the skates or any part of the body of a player of the team that obtains it.

- b. The execution of an indirect free hit or a centre pass, when the ball enters directly into the goal of the opposing team, without having been touched or played by another player.
- c. The execution of a player who, being in possession of the ball behind the opponent's goal cage, decides to lift it above the goal cage.

In any of the situations described in the previous points, the game is resumed with the execution of an indirect free hit against the offending team from any of the lower angles of the penalty area in question.

As a consequence of the intervention of an outside element to the game that unduly enters the rink, the game is restarted with a face off that is executed from any of the lower angles of the penalty area in question.

4. In the event that a valid goal is scored at the same time that the official table of the game indicates the end of any part of the match, the Main Referees must validate that goal, ordering the execution of the corresponding centre pass and immediately whistling to end the first or second part of the match.

ARTICLE 8 (Substitutions)

1. Substitutions can be done as many as the teams want. Players from each team enter and leave the rink through the existing door next to their bench.
2. Generic rules.
 - a. Player and/or goalkeeper substitutions can be made with the game in progress or with the game stopped. If the substitution is made with the game active, the substitute player or goalkeeper cannot enter the rink before the substituted player or goalkeeper leaves the rink.
 - b. Substitutions are allowed before the Main Referees have concluded the positioning of the players for the execution of a direct free hit or a penalty.
 - c. The goalkeepers, thus registered in the match report, may only substitute another goalkeeper, except in the case of their re-entry into play to substitute a rink player, whether in the last five (5) minutes of the second period of normal time of the game or in the last minute of the second period of extra time. The player who enters the rink to replace the goalkeeper will not be able to use the specific protections of the goalkeepers nor will he be able to take advantage of the special rights granted to the goalkeepers in his penalty area.

- d. The re-entry on the rink of any goalkeeper or player who was assisted on the rink can only take place after the match is restarted by the Main Referees.
3. Mandatory substitutions.
 - a. Player or goalkeeper, who receives assistance on the rink, provided that there is a substitute available.
 - b. When the goalkeeper who is on the rink has breakdowns or deficiencies in his skates or equipment. If the game is interrupted and he obtains the permission of the Main Referees, he can go to the bench to clean the helmet and/or fix the protections. During a timeout or when assisting a player on the rink, it is not necessary to obtain the permission of the Main Referees to go to the bench to clean the helmet and/or fix the protections.
 - c. When the goalkeeper who is on the rink goes to his substitute bench without the prior authorization of the Main Referees.
 4. Substitutions during the penalty or direct free hit.

The substitution of any player is not allowed after the Main Referee starts the counting to authorize the execution of the direct free hit or penalty. If that happens, the Main Referees will act as follows:

 - 1) If the execution of the direct free hit or penalty has not yet started, that is, the player who executes it has not yet started the movement, the Main Referees stop the match immediately, applying the corresponding sanctions and repeating the shot from the direct free hit or penalty.
 - 2) If the execution of the direct free hit or penalty has already started and a goal is obtained, the Main Referees will validate that goal, then applying the corresponding sanctions.
 - 3) If the execution of the direct free hit or penalty has already started and no goal is obtained, the Main Referees immediately interrupt the game, applying the corresponding sanctions, and taking into account that:
 - a) If the substitution is made by a player from the team penalized with the penalty or direct free hit, the shot is repeated.
 - b) If the substitution is by a player of the team that takes the penalty or direct free hit, the Main Referees will sanction it with a direct free hit against the team who infringed.
 5. Specific rules in the substitution of a goalkeeper.
 - a. Goalkeepers may be substituted under the same conditions as other players, and their team may choose to request the Main Referees to be granted thirty (30) seconds to make the substitution by the substitute goalkeeper, once the game is stopped.

- b. When the substitution of the goalkeeper is required and there is no substitute goalkeeper available, three (3) minutes are allowed for a player on the rink to make such substitution, putting on the helmet, guards and other protective equipment for the goalkeepers.
 - c. If the goalkeeper or substituted player refuses to give up his protective equipment to the player or goalkeeper who is going to substitute him, the Main Referees must expedite the intervention of the club delegates and/or the captain on the rink, so that the problem is quickly solved. If these proceedings are not fruitful, the match will be terminated by the Main Referees, making a detailed report in the match report.
6. If a player or goalkeeper falls out of the rink due to the action of the game itself, the Main Referees will authorize the return by jumping the fence, being able to rejoin the game.
 7. An irregular substitution occurs with the game is active, as long as:
 - a. A substitute player enters before the rink player leaves the rink.
 - b. A player jumps over the fence to enter the playing rink.
 - c. A rink player substitutes the goalkeeper outside the time allowed to make such a change.
 - d. A player or goalkeeper who was temporarily or permanently excluded from the match or who is not previously registered in the match report enters the rink.In these cases, the game will restart with a direct free hit against the offending player's team.
 8. A team may never have six (6) or more players on the rink, with the exception of the time outs but none of the technical representatives can enter.

ARTICLE 9 (Time Outs)

1. The teams can request two one minute time outs, in each part of the match, the game cannot be resumed until complete this compliance.
2. The time out can be requested with the match being played, being granted at the next interruption of the game. It can also be requested with the game stopped, being granted at that moment, provided that the restart of the game must be done by the whistle of the Main Referees, granting at that moment.
3. During the extra time of a match, no time outs are granted.
4. Time outs are requested to the Auxiliary Referee, either by the delegate or the head coach.
5. Once requested, the Auxiliary Referee places a specific information signal on the official table of the game, on the side of the team requesting it. When the match is

interrupted, he warns the Main Referees, by a sound signal, that a time out has been requested. If a team, once this specific signal has been placed, decides to renounce it, that time out is also noted as used.

6. It is effective, after the Main Referees confirm their authorization, taking into account that, if there are injured players, it starts after finishing the assistance and leaving the rink of the injured players.
7. During the time out, the players gather in front of their bench, being the teams able to make the substitutions that they consider convenient.
8. The Main Referees will be placed in the middle of the rink, controlling the players and other members of the bench and will keep the ball in their possession.
9. When there are 15 seconds remaining to end the time out, the Auxiliary Referee will make an audible warning. The same will be done when the time out ends.
10. The restart of the game is done by means of a whistle, except in the case that it is restarted with the execution of a direct free hit or penalty.
11. If a team is late in returning to the rink delaying the restart of the game after the announcement of the end of the time out, the Main Referees will issue a verbal warning to the coach of the team in question, and if he has been permanently suspended, to the second coach, delegate, or captain.

ARTICLE 10 (Passive and anti play)

1. A team practices passive play when, after initiating an attacking action, one of the following occurs:
 - a. One or more players have a clear goal situation and avoid materializing it.
 - b. A team maintains possession of the ball after the 45 seconds it has, to complete its attack.
2. When a team engages in passive play, the Main Referees must sanction such a situation immediately.
3. The Main Referees cannot admit any exception to the passive game sanction, even when it is done with a team that plays in inferiority.
4. When a team has five (5) seconds remaining to use up the maximum time it has to carry out an attack, the Main Referees must make a "warning" that the game may be interrupted to signalling the corresponding infraction. This "warning" is made according to the following procedures:

- a. One of the Main Referees, preferably the one closest to the ball, makes the "warning" in question, raising his arms to warn the attacking team that, from this moment on, he has five (5) seconds to finish his attack.
 - b. Noting this "warning", the other Main Referee starts the counting of the five (5) seconds granted to make the shot at the opponent's goal.
 - c. If the Main Referee does not immediately start counting the time, the same Referee who makes the "warning" of the passive game also counts.
 - d. If the attacking team does not finish its offensive action, the Referees will whistle immediately, punishing the offending team with an indirect free hit, which is executed according to the provisions of the following points:
 - 1) If the ball is in the "defensive zone" and outside the offending team's penalty area, the indirect free kick is executed in the same place as the ball at the moment of the interruption.
 - 2) If the ball is in the "defensive zone" and inside the offending team's penalty area, an indirect free hit is executed in one of the upper corners of the offending team's penalty area.
 - 3) If the ball is behind the offending team's goal cage, an indirect free hit is executed in one of the lower corners of the offending team's penalty area.
 - 4) If the ball is in the "attacking zone" of the offending team, an indirect free hit can be executed without being necessary to strictly respect the exact place where the foul is committed.
5. The anti play occurs when the team that owns the ball does not want to attack the opponent's goal to score a goal and, at the same time, the other team has a totally passive attitude, showing no intention of winning the ball and possession of the ball, also renouncing to any attempt to score a goal.
6. When the two teams incur in the practice of anti play, the Main Referees must intervene to re-establish a competitive spirit in the game, acting as follows:
- a. The Main Referees will stop the game and gather the two captains or their substitutes in the centre of the rink, to warn them as appropriate and to abandon the practice of the anti play, then ordering the resumption of the game with a face off in the place that the ball was, at the time of the interruption.
 - b. If this warning does not take effect and both teams continue with the anti play practice, the Main Referees will whistle immediately, interrupting the game, and punishing the two captains, or their substitutes, with a blue card, ordering then the resumption of the game with a face off at the place where the ball was, before the interruption.

- c. In the event that this new warning does not have a positive result either, with both teams insisting on the practice of the anti play, the Main Referees will whistle immediately and will end the match, detailing, in detail, the events that have occurred in the minutes of the match.
- d. If the Main Referees do not intervene to correct this unsportsmanlike behaviour, it is up to the member of the International Commission, present at the official table of the game, to intervene immediately, taking advantage of the first interruption of the match to call the Main Referees to his presence and demand that they comply with the established in the previous points of this Article.

ARTICLE 11 (Minimum of players)

1. If during the match and as a consequence of injuries or penalties, a team stays on the rink with only three (3) Players, one (1) goalkeeper and two (2) rink players, the Main Referees will consider the game ended, indicating in the official record of the match, the circumstances that determined such decision.
 - a. If it is due to injuries, the organizing entity may choose to repeat the match, in whole or in part, depending on when the match in question was permanently suspended.
 - b. If it is due to disciplinary suspensions or sent off, the Main Referees will note in the official record of the match as “no show” to the offending team, suffering the consequences for such failure to appear.
 - c. If the situation has been caused by the unjustified abandonment of some players, the Main Referees will note in the official record of the match the “abandonment of the match” by the offending team, suffering the consequences for such abandonment.
2. Because it constitutes a very serious violation of sports ethics, no team, which has players capable of entering the rink, may play on its own initiative with four (4) players, one (1) goalkeeper and three (3) players. When this situation occurs, the Main Referees will immediately interrupt the match, applying the corresponding sanction.

ARTICLE 12 (Placement and intervention of the goalkeepers)

1. The goalkeeper, like the rest of the players, leans on his skates; although he is allowed to keep one of his knees resting on the ground, except when its being executed a penalty or a direct free hit against his team.
2. In defence of his goal, in the attempt to defend a shot or avoid a goal, he can kneel, sit, lie down or crawl, being able to stop the ball with any part of his body, even in temporary contact with the rink, but being always in possession of the stick.
3. If he drops any component of his protective equipment (helmet, gloves and/or shin guards), he can thus defend a shot at the goal. Once the action is finished, the Main Referees must interrupt the game to allow the goalkeeper to make the reposition of its protective equipment.
4. The goalkeeper, when his body is completely out of the area, cannot use the specific protection instruments.

ARTICLE 13 (Face off)

1. The game is restarted with a face off, when interrupted by the Main Referees, provided that:
 - a. Without signalling a foul, the team in possession of the ball at the time of the interruption is unknown.
 - b. Two fouls of the same gravity and committed at the same moment of the game by a player from each team are indicated; except in the event that one of the teams is penalized with the execution of a direct free hit due to the accumulation of team fouls.
2. For the execution of the face off, one (1) player from each team stands facing each other, facing away from their half rink, placing their stick on the ground and at a distance from the ball of twenty (20) centimetres. The rest of the players are placed at a distance of three (3) meters from the place of execution.
3. The place of execution of a face off is determined based on the place where the ball was at the moment of the interruption, except in the situations detailed below:

- a. In the event that the ball is retained in the goalkeeper's shin guards or in any exterior part of the goal cage, it is executed in any of the lower corners of the penalty area.
 - b. If the ball touches the ceiling of the pavilion, it is executed at the centre spot of the rink.
 - c. In the case of interruptions made when the ball is inside the penalty area and between the extension of the goal line and the top fence, it is executed in the lower corner of the penalty area closest to the place where it was the ball, at the time of the interruption.
4. After the referee's whistle, any player may play the ball.

ARTICLE 14 (Player injuries on the rink)

1. If a goalkeeper or player is injured and needs assistance on the rink, the Main Referees must interrupt the game immediately, authorizing the doctor and/or masseur to enter the rink to provide the necessary assistance, even if they were sent off of the game.
2. While assisting an injured player, the other players may gather together with their substitute's bench.
3. Whenever a player has received assistance on the playing rink, he will be necessarily substituted, except in the case of not having players available, being able to participate in the game once it has resumed.
4. Only the Main Referees can decide whether or not a player has to be assisted on the rink.

CHAPTER III - INFRACTIONS OR FOULS

ARTICLE 15 (Technical fouls)

1. Technical fouls include all infractions that are committed on the playing rink and that are related to the non-compliance with rules, procedures or technical gestures of the Rules of the Game, such as:
 - a. Remain stopped, with the ball in possession and with the back to the rink, at any corner of the rink or behind a goal cage.
 - b. Immobilize or keep the ball immobilized between the fence and the skates or between the fence and the stick.
 - c. Performing an incorrect execution of a direct free hit or a penalty or touching the ball after the five seconds allowed for its execution have elapsed.
 - d. Raise the ball above the allowed height, except in the case of the goalkeeper and regardless of whether it occurs or not as a result of the defence of his goal.
 - e. Touching the ball by a player benefiting from the execution of an indirect free hit before the whistle of the Main Referees, and after requesting that the opponents be placed at the regulatory distance.
 - f. In the execution of a face off, move the ball before the referee's whistle.
 - g. Exceed the time allowed for possession of the ball in the defensive zone.
 - h. Place the ball on the top of one of the goal cages or immobilize it in any one of the external nets that delimit them.
 - i. Avoid a goal by intercepting the ball with any part of the body.
 - j. Defender who, while inside his penalty area, cuts a pass or kick from an obvious goal opportunity with his skate or any part of his body.
 - k. Intentionally kicking the ball with the skates.
 - l. Grabbing, catching, or playing the ball with the hand, arms, or any other part of the body by a player on the rink and catch or grab the ball by hand, by the goalkeeper.
 - m. Intentional action by the goalkeeper to lie on top of the ball or hold it between the legs so that it cannot be played.
 - n. Throw the ball off the playing rink.
 - o. Yelling or whistling to deceive the opponent who is in possession of the ball.
 - p. Raising the stick above the shoulders when this gesture endangers the physical integrity of the opponents or any player of their own team.
 - q. Cut or play the ball with the stick in an irregular way, except for the goalkeeper and in situations of shots, inside the area, of the players attacking the opponent's goal.

- r. Entering or standing still in the protection zone of the opposing goalkeeper, without having the ball controlled.
- s. Playing the ball while supporting or holding onto a goal cage, with the exception of the goalkeeper when he is in his penalty area.
- t. Playing the ball when have the hands or any other part of the body touching the ground, with the exception of the goalkeeper when in the penalty area.
- u. Goalkeeper who, being outside his penalty area, plays the ball irregularly with his stick, not being supported exclusively on his skates; or if the ball unintentionally touches its protective guards.
- v. Goalkeeper who, being inside his penalty area, and not on his skates, plays the ball that is outside the penalty area, irregularly with his stick.

ARTICLE 16 (Verbal warnings)

1. Offences committed by the players and which, upon signalling, oblige the Main Referees to make a warning, publicly, to the player who commits it.
2. The Referees will write down all the verbal warnings they make during a match, and are subsequently recorded in the official match report.
3. General verbal warnings.
 - a. Simulate an injury when suffer a foul by an opponent.
 - b. Enter or leave, without prior authorization from the Main Referees, the rink, by jumping the fence both with the game active and stopped.
 - c. Physician and/or Masseur who enters the rink to assist a player or a goalkeeper, without the authorization of the Main Referees.
 - d. Goalkeeper who, without the authorization of the Main Referees, addresses the substitutes' bench. During a time out or when a player is being assisted on the rink, permission from the Main Referees is not required.
 - e. A player, who is prepared to execute a penalty or direct free hit and without the authorization of the Main Referees, goes to the substitute's bench and/or to any other place on the rink.
 - f. Player who intentionally plays the ball without a stick.
 - g. Player with the skates damaged (ex. loss or blockage of a wheel, skid separate from the boot, etc.) and plays the ball intentionally.
 - h. Goalkeeper who plays or defends the ball without wearing all its protection elements (full face mask or helmet and visor, breastplate, two gloves and two goalkeeper shin

- guards); or when it has active intervention in the game and its protections do not comply with the regulatory conditions.
- i. Player who, being in possession of the ball within the rival team's penalty area, and renouncing the attack, chooses to direct the ball towards the body or the protections of the goalkeeper who temporarily lost his stick; or the body of a rival player who was down on the rink.
 - j. Coach, player or other representative of the team who expresses discrepancy with a refereeing decision, without using profanity or insults.
 - k. Coach who deliberately delays the return of the players to restart the game after a time out.
4. Specific verbal warnings.
- They occur during the execution of a penalty or direct free hit. They are as follows:
- a. Player, who is in the penalty area of the team that benefits from the fault, moves in the direction of the ball before the executing player hits the ball.
 - b. Goalkeeper who is in defence of his goal and moves before the executing player hits the ball.
 - c. Player who starts the execution without receiving the authorization of the Main Referee responsible for controlling the execution.

ARTICLE 17 (Team fouls)

1. They are minor infringements. They can be committed with the match stopped or with the match active.
2. They must be registered by the Auxiliary Referee, upon indication of the Main Referees. This record will be constantly updated, going from the first to the second part and also, if necessary, to the extra time.
3. With the match stopped, the team fouls included are:
 - a. Not respecting the regulatory distance in the execution of an indirect free hit;
 - b. Intentionally displacing or retaining the ball, delaying the indirect free hit against his team.
4. With the match active and in its course, the team fouls are as follows:
 - a. Contact fouls practiced without using violence and without serious physical consequences, such as grasping or pushing an opponent, hitting the stick successively and with intensity, or hitting him in the shin guards.

- b. Goalkeeper who, being the ball in the area behind his penalty area, hits with the stick, the stick or the skates of an opposing player and/or the shin guards of the opposing player, without causing his fall.
- c. Unlawful blocking, which occurs when the blocking player causes some physical contact with an opposing defender; when the blocking player assumes an aggressive position, placing his stick above the line of the skates, obtaining additional space or intimidating the blocked player or when the blocking player is in movement and does not respect the distance of fifty (50) centimetres to the blocked Player or when the blocking player collides with the blocked player.
- d. Deliberately obstructing an opponent, that is an action in which a player intentionally provokes physical contact with an opponent, to prevent his opposition to a play and/or his progression on the rink. For example: cutting or preventing the path to an opponent, preventing his unmarking without a ball or preventing him from participating in a play that is in progress; hold an opponent against the fence, preventing him from playing the ball or grab or lean on the goal arch, on the crossbar, at the top of the rink fence, in order to prevent an opponent from passing, thus blocking their free movement.
- e. Verbal warnings, which being the first time the player is sanctioned, imply that the corresponding team foul is applicable:
 - 1) Player or goalkeeper who simulates an injury or pretends to have been fouled by an opponent.
 - 2) Player who, being in possession of the ball within the rival team's area, and renouncing the attack, chooses to direct the ball towards the body or the protections of the goalkeeper who has temporarily lost his stick or the body of a rival player who is down on the rink.
 - 3) Player who is playing the ball intentionally without a stick.
 - 4) Player who have the damaged skates (for example, a loss or blockage of a wheel, a separate skate from the boot, etc.) and plays the ball intentionally.
 - 5) Goalkeeper who plays or defends the ball without wearing all its protection elements (full face mask or helmet and visor, breastplate, two gloves and two goalkeeper shin guards).

ARTICLE 18 (Serious fouls)

1. These are the offences that oblige the Main Referees to show the offender a blue card:
 - a. Dishonourable acts or facts that reveal insubordination, insults, offences, as well as fouls committed by the players and other representatives that endanger the physical integrity of a third party, forcing him to receive medical assistance or temporarily making it impossible for him to continue participating in the game.
 - b. Show incorrect behaviour, as a sign of disagreement with a decision of the Main Referees and/or members of the official table of the game, through words, gestures, etc.
 - c. Aggressively targeting an opponent, a Referee, a teammate or the public.
 - d. Voluntary displacement of the goal cages from their position.
 - e. Grabbing, pushing or carrying an opponent in a dangerous way, including collisions with the fences on the playing rink, causing the opponent to be knocked down.
 - f. Without using violence, hitting an opponent outside the areas protected by the shin guards (trunk, hands, arms, legs or knees).
 - g. Put the stick, foot or own leg in front of the foot or leg or, between either feet or both legs of the opponent so that he trips and falls.
 - h. Hooking the stick of an opposing player with the stick, even in the event that it occurs involuntarily and the opposing player is not knocked down.
 - i. Hooking or hitting the stick of an opponent preventing him from making a shot on goal.
 - j. Make an irregular substitution. Player or goalkeeper who, with active play, enters the court before his partner leaves it; or jump over the fence to enter the rink.
 - k. Avoid a goal without being able to do it, by the goalkeeper, in defence of his goal, throwing the stick, mask or glove.
 - l. Goalkeeper who, being outside his penalty area, intentionally plays the ball with gloves or guards.
 - m. Goalkeeper who, being the ball in the area behind his penalty area, hits an opponent player with his stick on the skates and/or shin guards causing him to fall down.
 - n. Player, goalkeeper or coach who have already a verbal warning.
 - o. Second warning that is made to the captains when their teams are incurring in anti-play.

ARTICLE 19 (Very serious fouls)

1. These are the offences that oblige the Main Referees to show the offender a red card:
 - a. Very serious acts of indiscipline, as well as violent actions that can endanger the physical integrity of third parties.
 - b. Threatening, insulting, or making obscene gestures at players, team representatives, referees, members of the official table of the game or even the spectators, both with the game stopped or with the game active.
 - c. Assaulting or attempting to assault players, team representatives, referees and members of the official table of the game or even spectators, both with the game stopped or with the game active.
 - d. Respond to or attempt to respond to an aggression, using an aggressive and/or violent attitude.
 - e. Practice any other act of violence or brutality against other players, team representatives, referees, members of the official table of the game, even the spectators.
 - f. Maintain incorrect behaviour, protesting and/or demonstrating public disagreement to a decision of the Main Referees, of the members of the official table of the game, when a temporary sanction is being served.
 - g. Enter with the two skates on an opponent and knock him down.
 - h. Hitting, using violence, an opponent outside the areas protected by the shin guards (trunk, hands, arms, legs or knees).
 - i. Throwing the stick, mask, shin guards or any object in the direction of the ball or against the Main Referees, opponents or teammates.
 - j. Provoke the public with offensive gestures or expressions.
 - k. Directly interfering in a game action from the bench, preventing the normal development of a game play, either from the opposing team or from their team.
 - l. Player or goalkeeper temporarily suspended, or who is not registered in the match report, which improperly enters the rink. When this infraction is committed, the coach must also be shown a red card, in his absence to the assistant coach, in his absence to the delegate, and in his absence, to the captain.
 - m. Player who fails to remain in the suspension chair, serving a temporary suspension.
 - n. Intentionally scoring a goal in his goal cage. When this offence is committed, the coach must also be shown a red card.
 - o. Player who substitutes the goalkeeper before the time established in the rules. When this infraction is committed, the coach must also be shown a red card, in his absence to the assistant coach, in his absence to the delegate, and in his absence, to the captain.

- p. Make a substitution after being authorized the execution of a direct free hit or a penalty, regardless of whether or not these have been initiated. When this infraction occurs, it is also necessary to show the coach a red card and in his absence to the assistant coach, in his absence to the delegate and in his absence, to the captain.
- q. Goalkeeper who, being the ball in the area behind his penalty area, hits an opponent player with his stick, attacking him, in an unprotected area.
- r. Members of the bench, except substitute players and head coach, who have already a verbal warning.
- s. Voluntarily playing with four (4) players (three players and a goalkeeper), having players available. In this case, the red card is shown to the coach, and in his absence, to the assistant coach, in his absence to the delegate, and in his absence, to the captain.

CHAPTER IV - TECHNICAL SANCTIONS

ARTICLE 20 (General questions)

1. All the fouls and infractions that are included in these rules will be penalized by the Main Referees, and sanctioned according to their severity, taking into account that a foul is more serious the more it has contributed to prevent the achievement of a goal.
2. The place of the offence is considered to be the place where the offence is committed. If the ball rises above a meter and fifty centimetres as a result of a bounce, the place where the action began is considered the place of the foul, that is, the place where the stick hit the ball and not the place that has exceeded that height.
3. When the defending team benefits from an indirect free hit, for having committed a foul in any part of the entirety of its defensive zone, its execution may be carried out immediately, as long as the ball is completely stopped, without being necessary, rigorously, to respect the exact place where the foul was committed, nor transport it to one of the corners of the penalty area or to another place on the rink.
4. When, with the game active, one player from each team is responsible, at the same time, for offences of the same severity, the restart of the game will take place according to the following procedures:
 - a. The execution of a face off when it is verified that none of the teams had to be technically sanctioned with the execution of a direct free hit or a penalty or when each of the teams is sanctioned with a direct free kick, being the direct free hits cancelled.
 - b. The execution of a direct free hit, a situation that can only occur when the two teams are penalized with a team foul and only one of them has to execute a direct free hit, because the other team reaches the accumulation number of team fouls that is sanctioned with a direct free hit.
5. When, with the game active, one player from each team is responsible, at the same time, for offences of different severity, the restart of the game will take place according to the level of severity of each of the offences (technical foul, verbal warning, blue card or red card). Examples:

- a. The player from team "A" is penalized with a red card and a player from team "B" is penalized with a blue card. The restart of the game is done with the execution of a direct free hit favourable to team "B".
 - b. The player of team "A" is penalized with a blue card and the player of team "B" is penalized with a team foul that adds up to the tenth, implying that his team has to be technically sanctioned with a direct free hit. In this case, the restart of the game is done with the execution of a direct free hit in favour of team "B", being annulled the team foul that their player has committed.
 - c. When, with the game interrupted, after one or more members of a team have been sanctioned with a blue and/or red card, and new infractions are committed by the representative (s) of the same team, and may be the same ones that were initially sanctioned, the Main Referees will apply the following procedures:
 - 1) If a minor offence occurs and in the case of the first offence, a verbal warning will be issued; if he is a repeated offender in the offence punishable by a verbal warning, the Main Referees will show him a blue card.
 - 2) If a serious infraction occurs, the Referees will display a blue card.
 - 3) If a very serious infraction occurs, the Referees will display a red card.
6. When fouls consisting of the throwing of the stick, protections or helmet occur, the Main Referees must act as follows:
- a. If the element thrown onto the playing rink hits the ball, player of any of the teams or Main Referees, to the player who does the action is shown a red card.
 - b. If the element thrown onto the playing rink does not hit the ball, player of any of the teams or Main Referees, to the player who does the action is shown a blue card.
 - c. In both cases, and in the event that the member throwing the object cannot be identified, the Main Referees will show a blue card to the coach; if he has already been sent off, to one of the team's delegates will be shown a red card, and in their absence, a blue card will be shown to the captain on the rink.
7. If the substitute players or other representatives of the team commit any infraction while on the substitute bench, the Main Referees will sanction those infractions taking into account that:
- a. If the offender is a player or coach and is identified by the Main Referees, they will be shown a blue or red card, depending on the severity of the foul.
 - b. If the offender is any other representative of the team and is identified by the Main Referees, they will show him a red card, depending on the severity of the foul.
 - c. If it is not possible to identify the offender, the Main Referees will show a blue card to the coach; if he has already been sent off, to one of the team's delegates will be shown a red card, and in their absence, a blue card will be shown to the captain on

the rink.

ARTICLE 21 (Technical fouls)

1. The sanction depends solely on the place of the rink where they are committed, without implying any other type of disciplinary consequences for its offenders.
2. When the foul is committed by a defender inside his penalty area, it is sanctioned with the execution of a penalty. Except:
 - a. When the ball rises 1.50 meters high, as a result of a stick movement by a defender, regardless of whether it is intentional or not. This infraction is sanctioned with an indirect free hit that is executed from any upper corner of the penalty area.
 - b. When the ball is stopped or deflected by an involuntary rebound on the body or skates of a defending player. This action is not sanctioned by the Main Referees, as long as it does not prevent the achievement of a goal.
3. It is sanctioned with the execution of an indirect free hit against the offender's team, except when the advantage law is applied.

ARTICLE 22 (Verbal warnings)

1. The sanction of the general verbal warnings depends solely on the place of the rink where they are made.
2. When the same offender repeats a general verbal warning, he is shown:
 - a. A blue card, when the offender is a player, goalkeeper, or head coach.
 - b. A red card, when the offender is another representative of the team.
3. In specific verbal warnings, relapsing can only occur on the same act of play. In the case of relapsing, the offender is shown a blue card or a red card if that offence is committed in the execution of a penalty or direct free hit of the match tiebreaker.

ARTICLE 23 (Team fouls)

1. Team fouls practiced with active play are punished with the execution of an indirect free hit in favour of the opposing team, except when the team foul contributes to prevent an opponent to achieve a clear situation of possible goal or it is committed within the area of the offending team, which will be penalized with a direct free hit or

- a penalty respectively.
2. Each time a team foul is committed, the Main Referees will indicate this to the Auxiliary Referee, by means of the corresponding signal for registration.
 3. When a team accumulates ten (10) team fouls, it is sanctioned with a direct free hit, a sanction that will be repeated every time the same team accumulates five (5) additional team fouls.
 4. When a team accumulates nine (9) team fouls in any period of the match or when it accumulates four (4) additional team fouls in subsequent periods, the Auxiliary Referee shall place a signage on the official table of the game, to indicate that the next team foul that is committed will imply a direct free hit.
 5. When a team reaches the number of team fouls involving the execution of a direct free hit, the Auxiliary Referee will give the corresponding warning, using an audible signal or a beep.
 6. If a team foul is committed, that implies the execution of a direct free hit and, at the same time, the official table of the game indicates the conclusion of any part of the match, the execution of the direct free hit will be made through a direct hit, aimed at the goal, with no possibility of subsequent shots.
 7. If the team foul that is committed prevents an opponent from achieving a clear situation of a possible goal or, if it is committed within the penalty area of the offending team, they are sanctioned with a direct free hit or with a penalty, respectively, but that team foul is not noted in the corresponding record.
 8. The team fouls practiced with the game stopped or interrupted will imply the sanction of a direct free hit, if it is the tenth, fifteenth, etc.

ARTICLE 24 (Serious fouls)

1. Sanction to the offender.
 - a. Whenever a player or goalkeeper commits a serious offence, the Main Referees will show him a blue card, being temporarily suspended from the game, for a period of two (2) minutes.
 - b. If the offence is committed by the head coach, the Main Referees must show him a blue card, taking into account that he will not be temporarily suspended.
 - c. If the person committing the infraction is any other representative of the team, the Main Referees must show him a red card, expelling him definitively from the game

- and forcing him to leave the substitute bench.
- d. Whenever the coach or any other representative of the team is shown a card, a player must be removed from the playing rink, without being temporarily suspended.
 - e. When a player, goalkeeper or head coach accumulates three (3) blue cards, the Main Referees will have to show him a red card, definitively expelling him from the game and forcing him to leave the substitute bench space.
 - f. Players who have been shown a blue card will occupy one of the chairs placed between the substitutes bench and the official table of the game and may not be absent from it, at any time, until the end of the suspension time, including the time outs and/or other situations of interruption of the match. This player may not re-enter the rink before completing the entire time of his suspension. When a player's temporary suspension time expires, they will be notified immediately and will be allowed to return to their team's substitute bench.
 - g. When a player or other representative of a team does not follow the Referees' orders, refusing to leave their team's bench, the Main Referees must request police intervention to guarantee that their decisions are followed.

2. Sanction to the offender's team.

- a. It is sanctioned with a period of inferiority for each card that is shown to a member.
- b. If the foul is committed with the game in play, the game is restarted with a direct free hit if it occurs outside the penalty area of the offending team or a penalty, if it is committed within that area.

ARTICLE 25 (Very serious fouls)

1. Sanction to the offender.

- a. Whenever a player, goalkeeper, coach or any other representative of the team commits an offence classified as very serious, the Main Referees will show him a red card, being permanently expelled from the game.
- b. Any player or representative who has been shown a red card loses the right to join the substitute bench.
- c. Whenever the coach or any other representative of the team is shown a card, a player must be removed from the playing rink, without being temporarily suspended.

2. Sanction to the offender's team.

- a. It is sanctioned with a period of inferiority for each card that has been shown.
- b. If the foul is committed with the game active, the offending team is penalized with a direct free hit, if the foul was committed outside the penalty area of the offending team or a penalty, if committed within that area.

CHAPTER V - EXECUTION OF SANCTIONS

ARTICLE 26 (Advantage Law)

1. The Main Referees must interrupt the match for the execution of a foul, except in situations where the advantage law must be applied, once they are certain that the offender does not benefit from the execution of the foul in question.
2. The game will not be stopped, signalling the team foul in dynamic, in situations in which the player who is fouled can continue to control the ball and is creating an attack situation.
3. In the event of an eminent goal situation, the Main Referees will grant the advantage law and, after the completion of the action, they must act as follows:
 - a. If there is no goal, the Main Referees will interrupt the match immediately, to:
 - 1) Show the blue or red card, with the corresponding inferiority period.
 - 2) Signalling the execution of a direct free hit or penalty.
 - b. If there is a goal, the Main Referees will validate it, later sanctioning the offender with a temporary or permanent suspension, and his team with the corresponding inferiority period; resuming the game with the centre pass, corresponding to the legally obtained goal.
4. Except for the assumption of an impending goal, the advantage law will not be applied by the Main Referees, immediately interrupting the match when it occurs:
 - a. A serious or very serious offence.
 - b. A team foul that implies the signalling of a direct free hit, being the tenth, fifteenth, etc.
5. The Main Referees must know how to correctly differentiate and evaluate all game situations, particularly when there are actions that can be considered punishable and, among these, the situations in which the advantage law must be granted. When a player makes a light "tap" on an opponent's stick, the Main Referees must allow the match to proceed normally, without signalling any foul.

ARTICLE 27 (Indirect free hit)

1. Indirect free hit is the way to resume play, after the Main Referees have sanctioned any infraction, except for sanctions that are restarted with a direct free hit or a penalty; and also, after the game was interrupted without any of the teams having committed any infringement, restarting the game, benefiting the team that had possession of the ball, at the moment of the interruption.
2. Execution of indirect free hit.
 - a. The indirect free hit is executed with the ball stopped, being set in motion by a single touch and without the Main Referees having to blow their whistle.
 - b. All the players of the sanctioned team are placed at a distance of at least three (3) meters from the point where the foul is executed.
 - c. The Main Referees will blow their whistle when:
 - 1) The executing player delays the execution of the indirect free hit.
 - 2) The executing player requests the Main Referees to place the opposing players at the regulatory distance of three (3) meters, a situation in which the indirect free hit can only be executed after the whistle of the Main Referees.
 - 3) When the ball leaves the playing rink.
 - 4) In the resumption of the match, after a time out.
 - d. If a foul is made near the fence or if the ball goes out of the rink, the indirect free hit may be taken by placing the ball at a distance of seventy (70) centimetres from the fence.
 - e. Players from the team benefiting from the foul may be placed anywhere on the rink, except in the opponent's goalkeeper's protection zone.
 - f. The player taking the indirect free hit may not play the ball again until it is touched or played by some other player or touches the outside of the goal cage.
 - g. After the whistle of the Main Referees, the ball is in play and any player may take possession of the ball and continue the game.
3. Place for the execution of the indirect free hit.
 - a. As a general rule, the place of execution of the indirect free hit will be the same place where the offence was committed, except for the following cases:
 - b. When a player commits a foul in his attacking area, the opposing team may execute the indirect free hit anywhere in the same area where the ball is located, without being necessary to respect the exact spot where the foul was committed.
 - c. When the ball is raised more than one meter and fifty centimetres (1.50 m) high, by a movement of the stick of a player who is inside his penalty area, the indirect free

- hit is executed in any upper corner of the penalty area in question.
- d. If the foul is committed by the defender behind his goal cage, the indirect free hit is executed in any lower corner of his penalty area.
 - e. For the offence of a player who jumped the fence, the indirect free hit is executed next to the place where the offence occurs.
 - f. If the time to finish an attack action is exceeded, the indirect free hit is executed according to the provisions of the following points:
 - 1) If the ball is in the defensive zone and outside the offending team's penalty area, it is executed in the same place as the ball is, at the moment of the interruption.
 - 2) If the ball is in the defensive zone and inside the offending team's penalty area, it is executed in one of the upper corners of the offending team's penalty area.
 - 3) If the ball is behind the offending team's goal cage, it is executed in one of the lower corners of the offending team's penalty area.
 - 4) If the ball is in the offending team's attack zone, the indirect free hit can be executed without having to respect the exact place where the foul is committed.

ARTICLE 28 (Direct free hit)

1. It is the execution that corresponds to the serious or very serious fouls that an opponent suffers, being in possession or not of the ball, located outside the goalkeeper's penalty area of the offender and with the match being active.
2. A direct free hit is also executed when a technical foul and/or a team foul is committed outside the offending penalty area, that prevents a possible goal.
3. The specific point from where it is executed is located seven meters and forty centimetres (7.40 m) from the centre of the goal line.
4. The player who takes the direct free hit has five (5) seconds to start the execution, being able to choose to make a direct shot that must be directed to the opponent's goal cage or move the ball towards the opponent's goal cage, trying to pass the goalkeeper and/or then making a dribble or a shot or a deflection of the ball towards the goal cage in question.
5. The player who executes the direct free hit may choose to start the shot from a static position next to the ball or, by means of a movement, without stops or simulations, launched from a maximum distance of three (3) meters from the ball.
6. In the execution of the direct free hit it is not allowed:

- a. Make a stop or a non uniform movement, in the position of the stick, to hit the ball.
- b. Before hitting the stick on the ball, make a body or stick movement to try to deceive the goalkeeper and cause him to move.
- c. Retain the ball and then pass it to a teammate or transport the ball behind the opponent's goal cage.

ARTICLE 29 (Penalty)

1. It is the execution that corresponds to the fouls that an opponent suffers, being in possession or not of the ball, located within the goalkeeper penalty area of the offender while the game is active, and taking into account that the lines that delimit the penalty area are included in it. And even those that a goalkeeper or a player, in defence of his goal, commits voluntarily or not and prevents the achievement of a goal.
2. The specific point from where it is executed is located five meters and forty centimetres (5.40 m) from the centre of the goal line.
3. There is no penalty if:
 - a. The elevation of the ball to more than one meter and fifty centimetres (1.50 m) in height is a result of a stick movement by a player, who is in his penalty area.
 - b. The ball is stopped or deflected by an involuntary action of a rebound in the body and/or skates of a player who is inside his penalty area, and as long as it does not prevent a goal. This action must not be sanctioned by the Main Referees, ordering the game to continue.
4. The player who takes the penalty shot has five (5) seconds to start the execution, consisting of a direct shot on goal and from a standing position next to the ball.
5. The execution of the penalty does not allow:
 - a. To make a stop or a non uniform movement in the position of the stick to hit the ball.
 - b. Before hitting the stick on the ball, to make a body or stick movement to try to deceive the goalkeeper and cause him to move.

ARTICLE 30 (Common questions of the direct free hit and the penalty)

1. When a team is penalized with the execution of a direct free hit or a penalty, the

presence of a goalkeeper in defence of the goal cage is mandatory.

2. The player taking the penalty or the direct free hit has a maximum of five (5) seconds to, after the indication of the Main Referee, start the execution with the ball stopped. This time is controlled by the Main Referees, without having to blow the whistle to start the execution.
3. The goalkeeper of the team that benefits from the direct free hit or the penalty can execute the direct free hit or the penalty, as long as it maintains its protective shin guards and without the use of the helmet and gloves.
4. Players who do not have direct intervention in the direct free hit or in the penalty are placed inside the penalty area of the other half rink, being able to intervene in the game after the ball is hit or touched by the executing player.
5. The timing of the playing time will be restarted at the moment the ball is touched by the player taking the penalty or direct free hit.
6. When the goalkeeper or any of the players in the penalty area come forward before the executing player touches the ball, the Main Referees must not interrupt the game. They must wait for the outcome of the shot/play and then they will take the corresponding disciplinary measures.
7. In the event that a team does not have a goalkeeper available because they are serving a sanction or because of an injury, a rink player will substitute them.
8. A player taking a direct free hit or a penalty may replay the ball after it is touched by the defending goalkeeper, the goal cage or the fence.
9. If, at the same time that the official table of the game indicates the conclusion of any part of the game, a foul occurs that determines the execution of a direct free hit or a penalty, the shot must be executed with a direct shot with no possibility of making a second shot/play.
10. Depending on the result of the execution of the direct free hit or the penalty at the end of the regulation game time, the Main Referees have to apply the following procedures:
 - a. If a goal is scored, the Main Referees ensure formal recognition of the same by ordering a centre pass and whistling immediately afterwards to end the playing time;

- except the validation of the goal obtained in the penalty shoot-out of a tie breaker, in which it is not necessary to ensure the resumption of the match with the execution of a centre pass.
- b. If no goal is scored, but the defending goalkeeper commits an infraction during the execution, the Main Referees will order the execution of the direct free hit or the penalty to be repeated.
 - c. If no goal is scored, the Main Referees will whistle immediately, ending the game time in question.
11. At the time of the execution of a direct free hit or a penalty against his team, the goalkeeper is obliged to:
- a. Be supported on the skates, with the front axles, brakes or wheels, placed on the goal line.
 - b. Keep the stick next to the skates, horizontally and parallel to the goal line; the hand grasping the stick is not resting on the goal cage or the rink and the free hand remains in a static position, without any contact with the goal cage or the rink.



- c. Not to make any movement before the executing player touches the ball.
12. In the execution of the direct free hit or the penalty, the goalkeeper cannot move before the player touches the ball. When this occurs, the following procedures should be applied:
- a. In his first offence, the goalkeeper is verbally warned by the Main Referees, forcing him to stand up and making a public notice that he cannot repeat the same offence. If this first shot ends in a goal, it is not necessary to make the warning.
 - b. If the same goalkeeper commits a second offence in the execution of this direct free hit or penalty, he is shown a blue card. Or a red card if this second offence is committed in the execution of a penalty of the tiebreaker of the match. If this second shot ends in a goal, the card must also be shown.
 - c. If one of the Main Referees whistles to interrupt the execution and it ends in a goal,

- it cannot be validated. The team of the offending goalkeeper will have to be sanctioned with a period of inferiority, except if the second offence occurs in the execution of a penalty of the tiebreaker of the match.
- d. If the substitute goalkeeper is also suspended or sent off, he will be replaced by a player on the rink or, eventually, by another goalkeeper who is registered in the match report.
 - e. If the second substitute goalkeeper is suspended, the Main Referees will end the match, making a detailed report in the official match record.
13. When the player executing the direct free hit or the penalty starts it, without obtaining authorization from the Main Referee, the following procedures must be followed:
- a. In the first offence, the player is given a verbal warning, the same player having to repeat the shot.
 - b. If the player commits a second offence, he is shown a blue card or a red card if this second offence is committed in the execution of a penalty of the game's tiebreaker; repeating the execution by another player.
14. Players who are not directly involved in the execution of a penalty or direct free hit are located inside the area of the team benefiting from the foul, and may only move after the player taking the penalty or direct free hit touches the ball.
- a. If the player who moves before the player touches the ball is a player from his team, and the shot does not end in a goal, this action is sanctioned with an indirect free hit in favour of the opposing team, executed in one of the upper corners of the offending player's penalty area.
 - b. If the player who moves before the player touches the ball is a player of the defending team or of both teams, and the shot does not end in a goal, it will be repeated after giving the corresponding verbal warnings.

ARTICLE 31 (Playing in inferiority)

- 1. It is the sanction that penalizes the team whose representatives are shown a blue or a red card.
- 2. A blue card implies a period of inferiority of two (2) minutes.
- 3. A red card implies a period of inferiority of four (4) minutes.

4. When a team suffers a period of inferiority, it can only have four (4) players, including a goalkeeper, on the rink, except in the exceptional case of being able to substitute the goalkeeper for a player in the last minutes of the match or the second part of the extra time, where they can have four (4) rink players.
5. When a card is shown to a bench player or any other member of the bench, to fulfil the inferiority period the coach must remove one of the players from the rink, taking into account that this player will be placed on the substitutes bench, being able to participate in the match as soon as their coach considers it.
6. The Auxiliary Referee will notify the delegate of the team sanctioned with the inferiority period, when the time ends.
7. The start of the period of inferiority occurs at the moment when the game is restarted after the signalling of the foul.
8. The inferiority period ends when:
 - a. The team that plays in inferiority suffers a goal. In this case, a player can enter the rink, but the player who was shown the card can never re-enter, because he is serving the temporary suspension, which will have to comply with all the time corresponding to the sanction.
 - 1) The entry into the rink of the substitute player may occur immediately after the goal conceded, even if in the situation that the inferiority period is not fulfilled.
 - 2) When a team playing in inferiority intentionally scores an own goal, the goal in question does not end the inferiority period.
 - b. The duration of the inferiority period is finish.
9. If, at the same time of the game, or in a different moment, a member of the same team is shown a blue or red card, his team will be sanctioned with a second period of inferiority, taking into account that:
 - a. The corresponding substitutions must be made.
 - b. If the match can continue, the offender's team is sanctioned with a period of additional inferiority, with a maximum duration of two (2) minutes if the team offender was shown a blue card or four (4) minutes if the offender is shown a red card.
 - c. This second period of inferiority begins when the first period ends.
 - d. The end of the second period of inferiority occurs when the sanctioned team suffers a goal or the time of its duration finishes.

10. When, at the same time or in a different moment of the game, the same team suffers a third or subsequent disciplinary sanction, before having completed the two periods in inferiority, the Main Referees will have to:
 - a. Make the corresponding substitutions.
 - b. If the match can continue, the offending team is sanctioned with:
 - 1) An additional period of inferiority for each of the offences committed by their representatives, each of them lasting five (5) minutes, regardless of the sanction that has been applied to each of the offences in question.
 - 2) Each of the team's additional inferiority periods begins when the immediately preceding inferiority period ends.
 - c. The end of each of the additional periods of inferiority occurs when the sanctioned team suffers a goal or the time of its duration finishes.

11. When the two teams have the same number of players on the rink and at the same time of the match, the suspension or expulsion of the same number of members occurs in each team, the inferiority period is not fulfilled. The following procedures must be followed:
 - a. Each team will make the necessary substitutions to re-establish parity in the number of players who were on the rink before the infractions.
 - b. If one or both teams do not have enough substitutes available to re-establish parity, each team completes its corresponding inferiority period, without replacing any of the offenders.
 - c. If, before restarting the game, but after the substitutions have been made, a blue or red card is shown to another member of the team, the Main Referees must act as follows:
 - 1) Punish the offending team with an additional inferiority period.
 - 2) Carry out the cancellation of the substitutions previously made, bearing in mind that the two teams have four (4) players on the rink; and when the game is restarted, one team fulfils two different periods of inferiority and the other fulfils only one inferiority period.

12. The immediate substitution of the players will not be enforced when the expulsions are due to fouls of different severity (a member of a team is shown a blue card and another member of the other team a red card). In this case, the two teams will be on the rink with the same number of players.

CHAPTER VI - TIEBREAKER

ARTICLE 32 (Match Tiebreaker)

1. Whenever at the end of a game it is necessary to decide which the winning team is, an extra time will be played.
2. Any player, who is suspended at the end of normal game time, cannot participate in the extra time, until he has completed his remaining time of suspension.
3. A three (3) minute break will always be granted between the end of regulation time and the start of the extra time, without the teams being able to go to the locker room.
4. The play time of this tiebreaker is as follows:
 - a. In the U-15 and U-17 categories, the useful playing time is six (6) minutes, divided into two (2) periods of three (3) minutes each.
 - b. In all other categories, the useful playing time is ten (10) minutes, divided into two periods of five (5) minutes each.
5. At the end of the first period of extra time, a two (2) minute break is granted, the teams having to stay on the rink, changing their defensive half rink and the substitute's bench.
6. If, at the end of extra time, the result remains a draw, the teams remain on the playing rink to decide the winner based on the execution, by each team, of the necessary series of penalties.
7. The Main Referees will carry out a draw with the captains to determine which goal cage will be used for the execution of the penalties and which team begins the execution of the penalties.
8. Before the start of the penalty shoot-out, the coach will provide to the Auxiliary Referee the numbers of the players taking the first series of penalties; the order indicated by the coach must be respected.
9. The Auxiliary Referee is placed in the centre of the half rink, being he who indicates, alternatively and according to the order determined in the draw, which player is in

charge of executing each penalty shot.

10. The players who participate in the penalty shoot-out must be properly equipped (helmet included in the case of goalkeepers), all standing together on each side of the rink, laterally to the Auxiliary Referee.
11. When the execution of a penalty in favour of his team begins, the goalkeeper designated to defend the following penalty will have to be placed in one of the corners of the fence that is behind the goal cage where all penalties are taken.
12. In the execution of the first series of penalties, each team may use the players and/or goalkeepers who are registered in the official record of the match, with the exception of the players who were expelled from the match for having been shown a red card and the ones that did not complete the time of their temporary suspension, corresponding to the blue card.
13. Each team executes alternately and using different players, each of the five (5) penalties of this first series; but each team can use a single goalkeeper to try to defend all penalties.
14. If any of the teams plays with less than five (5) players qualified for the execution of penalties, the shots are executed on a rotating basis, with the players and/or goalkeepers available, and the Auxiliary Referee must be told who is repeating the execution, after all available players have executed it one time.
15. If before the conclusion of this series, a team no longer has the possibility of scoring more goals than its opponent, the Main Referees will call the match over, with the team that had scored the most goals being the winner.
16. When this first series ends with a tie, the winner will be decided with an additional series, in which each team alternately takes a penalty until one team scores a goal and the other does not. The team that scores the goal will be considered the winner.
17. In this additional series, a player may take all of his team's penalties and each team can use a single goalkeeper to try to defend all penalties.
18. One of the Main Referees is placed in the lower corner of the penalty area, being responsible for indicating the start of the execution of the penalty, controlling the action of the executing player and also the defending goalkeeper, taking into account

- the rules regarding execution of the penalty.
19. The other Main Referee stands on the opposite side of the penalty area, in the extension of the goal line, to validate the goals.
 20. If, as a result of the execution of a penalty, the ball enters the goal after hitting the top fence, behind the goal cage and, later also on the goalkeeper, the goal in question is not valid.
 21. If, as a result of the execution of a penalty, the ball enters the goal, after touching the posts and, later, also on the goalkeeper, the goal is valid.
 22. The execution of the centre pass is not necessary for the validation of the goals that are obtained in the penalties for a tiebreaker.

ARTICLE 33° (Points and classification tiebreaker)

1. In the events, tournaments and competitions whose classification is defined by the points obtained in each match, these will be distributed as follows:
 - a. Win ... Three (3) points.
 - b. Tie ... One (1) point.
 - c. Loss ... Zero (0) points.
 - d. No show/Abandonment ... Zero (0) points.
2. In the events, tournaments and competitions played with the points system, the final classification is defined, in decreasing order, by the sum of points obtained by each of the teams.
3. Tie in the classification between two teams.

If, at the end of an event, tournament or competition, two teams are tied in points, the following criteria will be used for the tiebreaker:

 - a. When there is one round:
 - 1) Firstly, only is considered the match played between the two teams involved, with the team with the highest number of points in the highest position.
 - 2) If the tie remains, the team that obtained the greatest difference between the total number of goals scored and the total number of goals suffered will be in the highest position.
 - 3) If the tie remains, the highest position team will be the one with the highest goal ratio, resulting from dividing the total number of goals scored by the total number

of goals conceded.

b. When there are two rounds:

- 1) In the first place, only are considered the matches played between the two teams involved, being the team with the highest number of points in the highest position.
- 2) If the tie remains, the team that obtained the greatest difference between the total number of goals scored and the total number of goals suffered, at the games between the two teams involved, will be in the highest position.
- 3) If the tie remains, the highest team will be the one with the highest goal ratio, resulting from dividing the total goals scored by the total goals conceded, at the games between the two teams involved.
- 4) If the tie remains, all the matches played during all phases of the event must be taken into account and it will be classified in the highest position:
 - a) The team that obtained the greatest difference between goals scored and goals suffered.
 - b) If the tie remains, the highest position team will be the one with the highest goal ratio resulting from dividing the total number of goals scored by the total number of goals conceded.

4. Tie in the classification between three or more teams.

If at the end of an event, tournament or competition, three or more teams are tied in points, the following criteria will be used for the tiebreaker:

a. When there is one round:

- 1) Firstly, only are considered the matches played between the three or more teams involved, with the teams with the highest number of points in the highest positions.
- 2) If the tie remains, the teams that obtained the greatest difference between the total goals scored and the total goals suffered, in the games with the three or more teams affected, will be in the highest positions.
- 3) If the tie remains, the highest positions teams will be the ones with the highest goal ratio, resulting from the division of the total goals scored by the total number of goals conceded, in the games with the three or more affected teams.
- 4) If the tie remains, all the matches played during the entire phase of the event must be taken into account and it will be classified in the highest positions:
 - a) The teams that obtained the greatest difference between goals scored and goals suffered.
 - b) If the tie remains, the highest positions teams will be the ones with the highest goal ratio, resulting from dividing the total number of goals scored by the total number of goals conceded.

- b. When there are two rounds:
- 1) First, only are considered the matches played between the three or more teams involved, with the teams with the highest number of points, in the highest positions.
 - 2) If the tie remains, the teams that obtained the greatest difference between the total goals scored and the total goals suffered, in the games with the three or more teams affected, will be in the highest positions.
 - 3) If the tie remains, the highest positions teams will be the ones with the highest goal ratio, resulting from the division of the total goals scored by the total goals conceded, in the games with the three or more affected teams.
 - 4) If the tie remains, all the matches played during all phases of the event must be taken into account and it will be classified in the highest positions:
 - a) The teams that obtained the greatest difference between goals scored and goals suffered.
 - b) If the tie remains, the highest positions teams will be the ones with the highest goal ratio, resulting from dividing the total number of goals scored by the total number of goals conceded.
5. In the remote case that there is still a tie in the classification, after all the used criteria, WS-RHTC will decide the final tiebreaker criteria, after consulting the teams involved or affected.

CHAPTER VII - ADMINISTRATIVE SITUATIONS

ARTICLE 34 (Protests)

1. Administrative protests.

- a. The administrative protests are based on alleged irregularities and/or violations of the Rules or Technical Regulations of the discipline, such as the eligibility of the teams and/or the players, the poor conditions of the playing rink, the irregular usage of the team clothing, etc.
- b. For an administrative protest to be considered valid, the Main Referees of the match must be notified by the delegate and captain of the team that raises it, before the match begins.
- c. When the Main Referees receive an administrative protest, they will inform the delegate and captain of the opposing team of the protest presented by the rival team, reflected in the minutes.
- d. The Main Referees must prepare, as a complement to the minutes of the match, a confidential report of all the proceedings and decisions taken on the protest in question.
- e. When dealing with the protest, as a consequence of a deficiency presented by the playing rink, the Main referees will take the corresponding steps to start the match.

2. Technical protests.

- a. Technical protests are based on possible errors of law or technical errors or other erroneous judgments made during a match by the Referees, in violation of the Official Rules in force or that could have had a direct influence on the final result of a game.
- b. For a technical protest to be valid, it must be notified by the captain of the team that raises it, on the rink, to the Main Referees of the match, taking advantage of any interruption of the game, or immediately after the end of the match.
- c. The Main Referees immediately inform the captain of the opposing team that the match has been the subject of a declaration of protest by the opposing team.
- d. Need to ensure, immediately afterwards, the obligatory signing of the official match record of the delegates and captains of each of the teams.

3. Protests confirmation.

- a. All protests must be confirmed later by the entity responsible for the team that raised them, by means of an official letter, accompanied by the means of payment

of the corresponding fee, and sent to the organizing entity of the competition and to the entity that has jurisdiction over the event, which is WORLD SKATE-RHTC or CONTINENTAL AREA, in the case of an international competition and the affiliation Federation, in the case of a national competition.

ARTICLE 35 (No show and game abandonment)

1. Regarding the official time of the start of the match, any team has a margin of fifteen (15) minutes to appear on the rink, in conditions to play the match.
2. If after that time, a team is not on the rink or is not presenting the minimum number of players for the game to start, the Main Referees must carry out the following procedures:
 - a. Players from the team present on the rink are identified to play the match, confirming the presence of the minimum number required for this purpose.
 - b. Then, the Main Referees perform the salute to the audience, whistling immediately to end the match.
 - c. In the match report, the Referees will record, in detail, the circumstances that led to the decision to assign a no show, to the team in question.
3. Regarding the interval period of a match, any team has an additional five (5) minutes to appear on the rink, in conditions to continue in the match.
 - a. Once the five (5) minute margin has been exhausted and one of the teams is not on the rink or the minimum number of players is not present, so that the match can start, the Main Referees must end the match due to abandonment of the match by the team in question.
 - b. In the minutes of the match, the Referees will record, in detail, the circumstances of what happened.
4. No show.

The team that do not show is considered defeated in the match in question, by a result of ten goals conceded and zero goals scored (0 - 10).
5. Match abandonment.

The team that abandons the match will be eliminated from the competition or event in question. The decision will be formalized by the competent organizing authority.
6. When there is a temporary or permanent impossibility of using the playing rink, the

Main Referees must grant a margin of fifteen (15) minutes to solve or repair the deficiency; If after this, the impossibility remains, the following procedures apply:

- a. If there is an evidence of force majeure, due to serious power failure, flooding or slippery surface, etc., that prevents the usage of the rink at the time indicated for the start, the match must be held in an alternative venue, granting an additional margin of ninety (90) minutes, including the time of transfer of the teams from one venue to another.
- b. If the inability to use the playing rink is due to a repairable fault or deficiency or because another rink hockey game is being played, an additional thirty (30) minute margin will be granted for the game to start.
- c. Not being able to solve the impossibility, the Main Referees will inform the teams that the match will not be played, recording in the match minutes the circumstances that determine the decision taken.
- d. If the problem is solved and the game can be played, the teams will have a period of twenty (20) minutes to warm up on the rink.

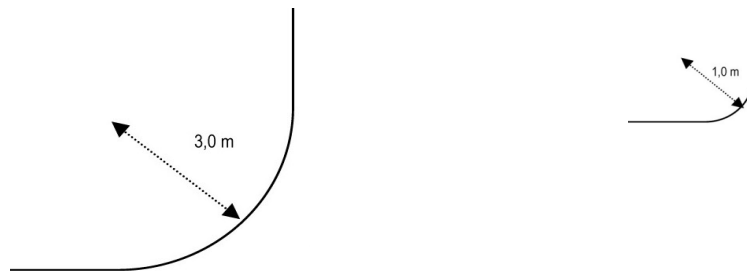
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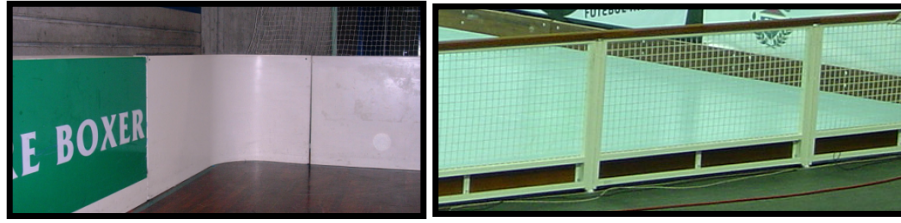
CHAPTER I - PREMISES AND THE RINK

ARTICLE 1 (Premises and rink)

1. The premises of the game comprise all the space that includes the playing rink, the changing rooms, as well as all accesses to them.
2. The playing rink is a flat and smooth surface, built with a material of wood, cement or other approved material, that allows good adherence and sliding of the skates.
3. The playing rink has a rectangular shape and proportional dimensions, always respecting the two-for-one ratio between its length and width, taking into account the following limits:
 - a. A minimum dimension of 34 meters long by 17 meters wide.
 - b. A maximum dimension of 44 meters long by 22 meters wide.
4. The entire perimeter of the playing rink is limited by a 1 meter high closed fence with four rounded corners in a semi-circular format, the radius of which can vary between a maximum of 3 meters and a minimum of 1 meter.



5. Fully opaque and vertical profile panels, made entirely of hard plastic and white in colour and posts made of vertical profile anchored to the ground, can be placed on the fences, solid and resistant, including:
 - a. The boards, which constitute the structure that serves as the base of the fence, with a height of 20 centimetres and a thickness of 2 centimetres painted in a neutral colour and different from the colour of the ball.
 - b. The frames made of different materials, opaque wood, metallic mesh, transparent plastic structure, etc., fixed on the boards.



6. Protective nets are placed on the top fences, 4 meters high, measured from the ground, that can be movable.



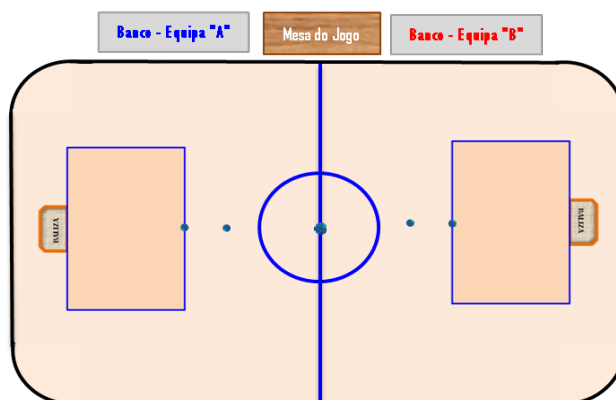
7. Along the fence there will be two access doors to the rink, which cannot open towards the rink, located next to the benches of each team and lateral to the official table of the game.



8. In the international competitions of the national teams of the member countries of WORLD SKATE, the usage of playing rinks with a standard dimension, a length of 40 meters and a width of 20 meters with semicircular corners of radius 3 meters, is mandatory.
 - a. In club competitions, rinks with different dimensions can be used as long as the measurements established in point 3 of this article are respected.
 - b. National Federations can approve rinks whose dimensions do not meet the limits defined in point 3, with a tolerance of plus / minus 10%.

ARTICLE 2 (Markings on the rink)

1. The playing rink admits specific markings, in accordance with the location, measurements and dimensions established in the different points of this Article, as indicated in the following diagram:



2. The rink marks will be made as indicated in the above drawing.
 - a. The lines of the rink markings always integrate the area or zone of the rink that they delimit; its width is 8 centimetres and of a different colour from the colour of the ball and the rink itself, to guarantee good visibility.
 - b. In international competitions in which the national teams of the WORLD SKATE member countries participate, the playing rink can only have the specific markings for Rink Hockey.
 - c. In the other competitions, the playing rink can have other markings, provided that they do not hinder the good visibility of the specific markings of the Rink Hockey.
3. Penalty area.

It is rectangular in shape and is marked on each half rink. The penalty area is delimited by four lines, which are an integral part of the area, arranged as follows:

 - a. Two parallel lines to the top boards, with a length of 9 meters.
 - b. Two parallel lines to the side boards, with a length of 5.40 centimetres.
4. Goal line.

It is located between the two posts of each goal cage. It is 1.70 meters long, at a distance from the top boards of between a minimum of 2.70 meters and a maximum of 3.30 meters.

5. Goalkeeper protection zone.

It is a semicircle, located in the middle of the goal line of each goal cage and that develops from post to post.

6. Penalty point.

It is circular spot with a diameter of 10 centimetres, marked at a distance of 5.40 meters from the centre of the goal line.

7. Direct free hit point.

It is a circular spot with a diameter of 10 centimetres, marked at a distance of 7.40 meters from the centre of the goal line.

8. The dividing line of each half rink.

It is marked along the entire length of the rink, parallel to the top boards, dividing the rink into two equal parts, in the longitudinal direction, thus allowing the delimitation for each team of the following two playing areas:

- a. The defensive zone, occupied by the players of the team that executes the centre pass, either at the beginning or restart of the game or after the achievement of a goal by any team.
- b. The attacking zone, which corresponds to the defensive zone of the opposing team.

9. Centre circle.

Marked in the centre of the rink, it has a radius of 3 meters and delimits the position of the players of the opposing team when the centre pass is executed.

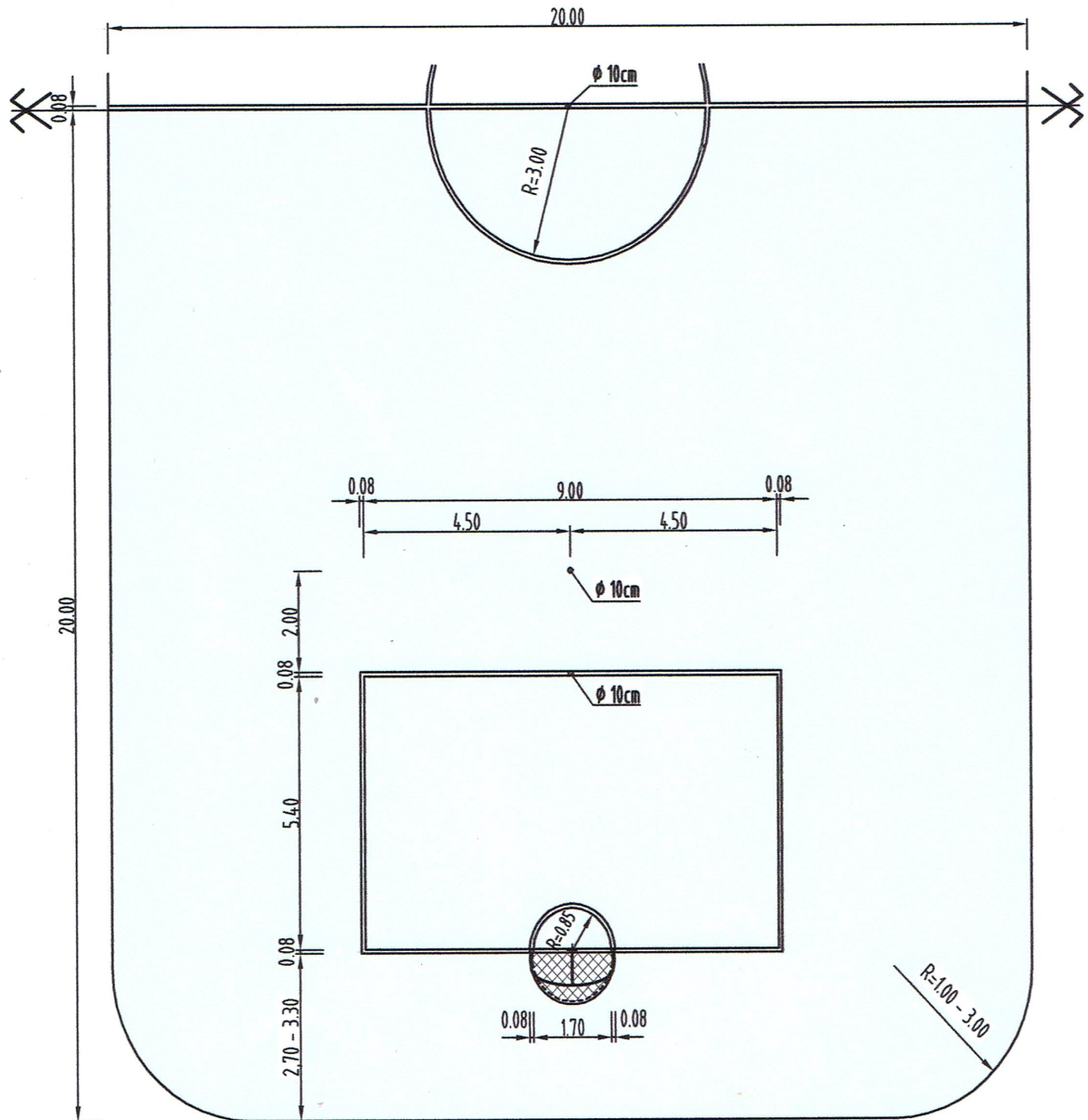
10. Mark to start and restart the game.

It is a circular spot, with a diameter of 10 centimetres and located in the centre of the central circle marked on the dividing line of each half rink.

Article 3 Technical Rules

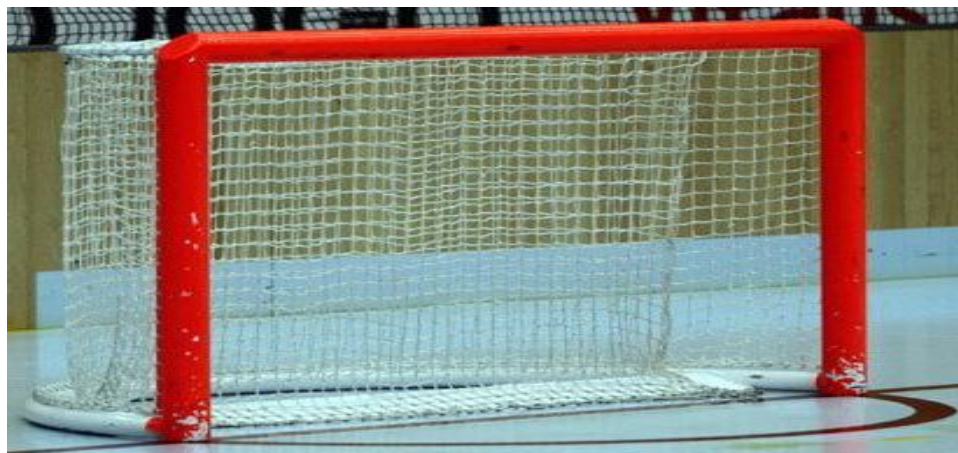
Marking on the Rink (each Half)

M=1:125



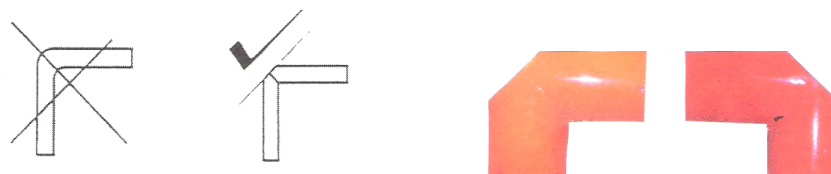
ARTICLE 3 (Goal cages)

1. The measurements for its manufacture are established in the drawings, at the end of this Article.



2. They are made of a framework of hollow galvanized iron tubes, integrating three different elements connected by welding:
 - a. The front structure is painted in a strong fluorescent orange colour, integrating three different segments, the construction standards of which are as follows:
 - 1) Two vertically placed circular tubes that are the goal posts and a circular tube placed horizontally at the top that is the crossbar, which joins the entire set.
 - 2) The goal posts and the crossbar have an external measurement of 7.5 centimetres in diameter.
 - 3) The top corners of the goal cages will be cut at 45 degrees, relatively to the vertical and horizontal level of the same.

CORNERS OF THE GOAL CAGE - DESIGN + PHOTOGRAPH OF "DETAIL"

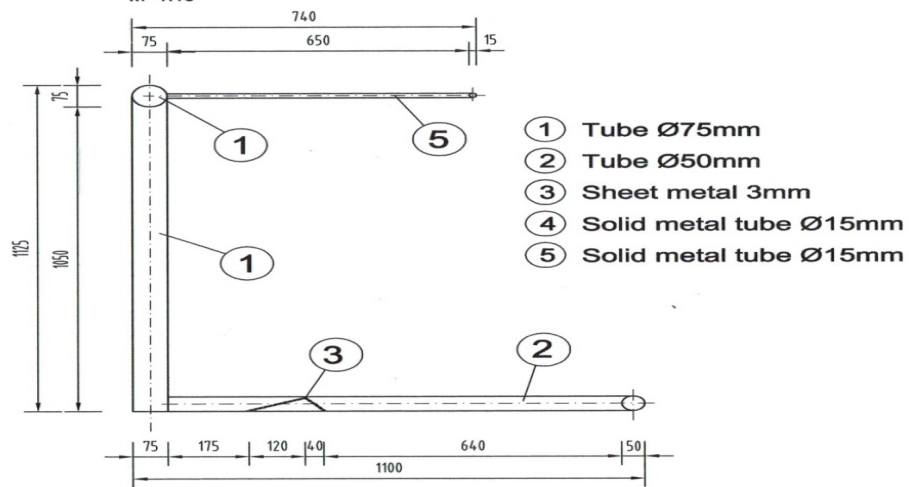


- 4) In its interior measurements, each goal has a height of 102.5 centimetres and a width of 170 centimetres.
- b. The lower rear structure is painted in white, integrating a semicircular arch and inside it, a horizontal bar whose construction standards is as follows:

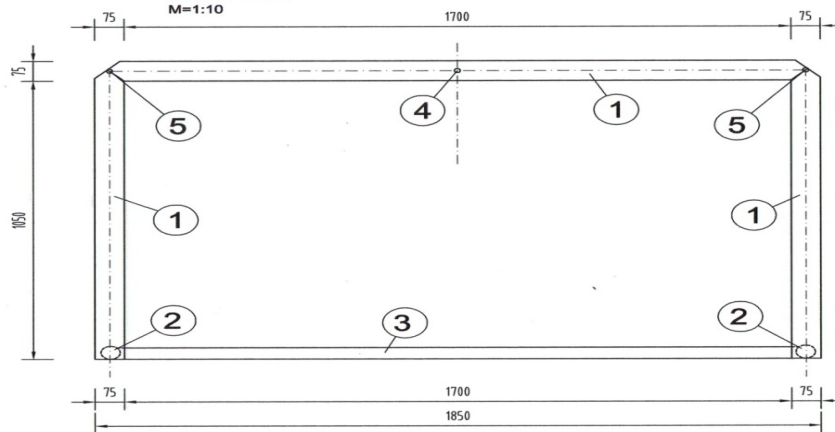
- 1) The circular tube that forms the semicircular arc welded externally to the front structure, has an external diameter of 5 centimetres, being built with a radius of 64 centimetres, based on the centre of the goal line.
 - 2) The horizontal bar is welded to the semicircular arc, with a length of 12 centimetres placed parallel to the goal line, separated by 25 centimetres and with an inclination of 20 degrees from the floor.
 - c. The upper rear structure is painted in white, integrating a composition of a rectangle and a semi-arch, whose construction standards are as follows:
 - 1) The rectangle and the semi-arch are built in solid iron of 1.50 centimetres in diameter, welded to the front structure of the goal cage.
 - 2) The four sides of the rectangle are formed by:
 - a) Two vertical bars with the dimension of 40 centimetres and welded in the upper part of each of the goal posts;
 - b) The bar of the front structure of the goal and the longitudinal bar with the dimension of 170 centimetres, welded to the vertical bars of the rectangle.
 - 3) The semi-arch welded to the two upper vertices of the rectangle, also welded to another bar with a dimension of 65 centimetres fixed perpendicular to the central part of the bar of the front structure.
3. The entire rear structure of the goal cage is covered by a white net whose mesh has a dimension of 2.50 x 2.50 centimetres.
 - a. The net used can be made of rope, cotton or nylon.
 - b. The net must wrap the lateral, rear and upper parts of the front structure of the goal cage, as well as the entire perimeter of the arch of the lower structure, to prevent the entry of the ball from outside to inside the goal cage and vice versa.
 4. Another white net, whose mesh also has the dimension of 2.50 x 2.50 centimetres, is suspended inside each of the goal cages, so that, when a goal is scored, the possibility of that the ball can go out of the goal cage is reduced.
 - a. This cotton or nylon net is fixed to the top of the goal cage so that it hangs freely to the ground, standing parallel to the goal line and distancing itself from it by 40 centimetres.
 - b. It has a height of 110 centimetres and a width of 180 centimetres.
 5. The goal cages are placed, in front of each other, on the goal line of each respective area and the centre of the width of the goal coincides with the centre of the width of the goal line.



Goal Cage
Lateral view
 M=1:10

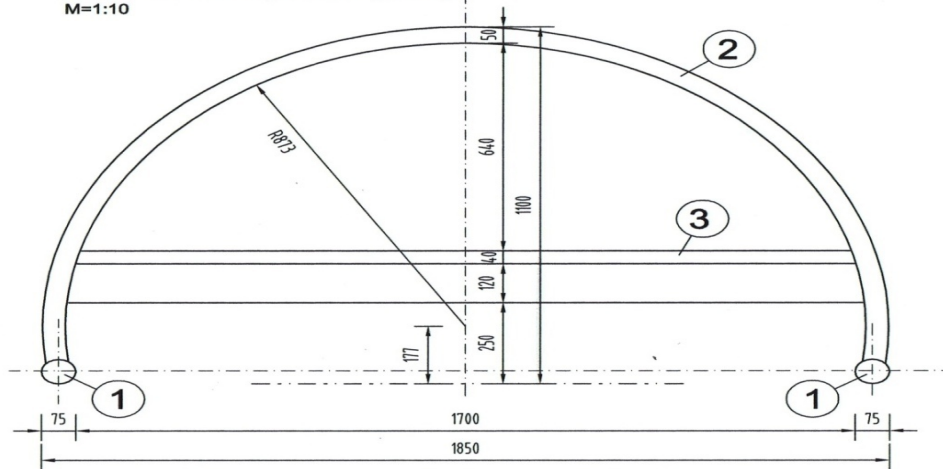


Goal Cage
Front view
 M=1:10

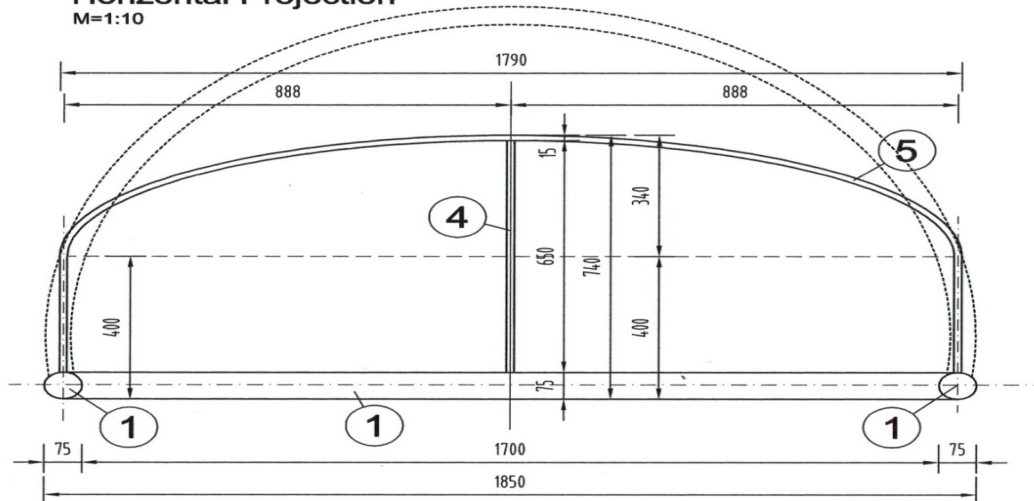




Goal Cage
Horizontal Projection (floor)
 M=1:10



Goal Cage
Horizontal Projection
 M=1:10



ARTICLE 4 (The ball)

1. In all games of the official rink hockey competitions, the balls have to be in accordance with the following characteristics:
 - a. It is made of pressed rubber/plastic and its interior filling will be made of cork.
 - b. It must weigh 150 g with an oscillation of ± 5 g.
 - c. It will have a dimension of 72 millimetres in diameter and will be perfectly spherical.
 - d. The ball must be black or yellow (it will be established according to the contrast of the rink with the ball).

DESCRIPTION	The official game ball in competitions
MATERIAL	Rubber / Pressed plastic Inner padding
DIMENSION	Diameter of 72 millimetres
WEIGHT	150 g \pm 5 grams
COLOUR	Black / yellow



2. When a match is broadcasted on television, the organizer of the event can impose the colour of the ball, to be used specifically in the match in question.
3. In case of disagreement between the captains, when choosing the ball to be used, the Main Referees will decide which ball is used, being that decision irrevocable.

ARTICLE 5 (Advertisement on the rink and on the inside of the fences)

1. In international competitions in which national teams of WORLD SKATE member countries play, advertising is allowed on the floor of the playing rink, in accordance with the following:
 - a. In international club competitions, the organizing entity may authorize one of its sponsors to insert advertising inside the centre circle of the rink, provided that the material used for this purpose does not affect the grip and sliding conditions of the skates of the players.
 - b. National Federations may approve the placement of advertising in other areas of the playing rink, except in the interior areas of the penalty areas and provided that it does not impair the good visibility of the specific markings of the game.
2. The placement of advertising signage on the inside of the fences of the playing rink is allowed, as long as a minimum distance of thirty (30) centimetres in relation to the ground is respected.
3. The paintings, banners or advertising posters that are fixed on the inside of the fences cannot constitute a danger or hinder the action of the players on the rink.

ARTICLE 6 (Official table of the game)

1. In Rink Hockey games, an area in the central position, outside the rink and isolated from the public and with the necessary amenities, will be reserved for the official table of the game.
2. The official table of the game has the following composition:
 - a. A timekeeper, designated by the National Federation and/or the entity responsible for the playing rink.
 - b. A Commissioner, appointed by the supervising entity of the event, who is responsible for directing the official table of the game.
 - c. A secretary, appointed by the supervising entity of the event, who ensures the management of the match record, electronically or manually.
 - d. An Auxiliary Referee, nominated by the supervising entity of the event, which controls the team fouls and discipline on the team benches, helping and/or clarifying, when necessary and possible, the incidents of the match.

- e. An Assistant Referee nominated by the supervising entity of the event, which ensures control of the possession of the ball by each team, when the appropriate electronic system is available on the rink.
3. In international competitions, the organizer of the event must provide that the official table of the game is equipped with the following equipment and materials:
 - a. Five (5) chairs.
 - b. Two (2) chairs on each side, to be used by the players of each team, who are temporarily suspended from the game.
 - c. One (1) laptop and a printer with digitalization, including the replacement of all the materials that are necessary for its operation.
 - d. Two (2) manual informative indicators for the accumulated team fouls during the match.
 - e. Two (2) towers, to guarantee information regarding a time-out that will be granted in the next interruption of the game; and a new team foul that will determine a direct free hit against the offending team.
 - f. Two (2) information panels for the control of ball possession time by each of the teams.
 4. It is up to the National Federations to define the composition of the official table of the game, although it is mandatory that, at the national club events, at least one timekeeper and one Auxiliary Referee are always appointed.

DETAIL OF OFFICIAL TABLE OF THE GAME AND TEAM BENCHS

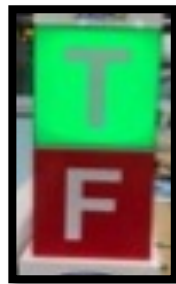


LEGEND

- 1 - Substitute players - Team A
- 1 - Substitute players - Team B
- 2 - Other representatives - Team A
- 2 - Other representatives - Team B
- 3 - Suspended players - Team A
- 3 - Suspended players - Team B
- 4 - Commissioner appointed by WS-RHTC or Continental Area
- 5 - Secretary of the Official Table of the Game (operator of the electronic match record)
- 6 - Timekeeper and electronic panel timer and operator
- 7 - Referee 3 - Auxiliary Referee (controls team fouls and discipline on the bench)
- 8 - Referee 4 - Assistant Referee (controls the possession time of each team's ball)

ARTICLE 7 (Auxiliary electronic equipment for match control)

1. Each National Federation, club or other entity responsible for the organization of international rink hockey games, nations or clubs, is obliged to use the electronic equipment that ensures the information established below.
2. Request for time-out.
 - a. When a team requests a time-out, the Auxiliary Referee will adopt the following procedures:
 - 1) If there is adequate electronic equipment, the green backlight signage of the tower, placed on the side of the official table of the game closest to the substitute bench of the requesting team, is activated.



- 2) In the event that there is no electronic equipment, a flag or other object that serves to indicate the request for the time out in question is placed on the edge

of the table. In this case, the Auxiliary Referee has to verbally notify the other team of the time out request.

- b. Likewise, the Auxiliary Referee will give an acoustic signal to guarantee the granting of the time out, cancelling the signal after it is granted.
3. Information on the eminence of the direct free hit due to accumulation of team fouls.
 - a. When reaching a cumulative number of team fouls (9, 14, 19, 24, etc.) that implies that the next team foul will be sanctioned with a direct free hit and the Auxiliary Referee will ensure the following procedures:
 - 1) If there is electronic equipment, the red backlight signage of the tower, located on the side of the official table of the game, closest to the substitute bench of the team that reaches that number, is activated.



- 2) In the absence of electronic equipment, a flag or other object is placed on the side of the official table of the game, closest to the team's substitute bench that reaches that number.
 - b. Without prejudice to this information, the Auxiliary Referee will use an acoustic signal to guarantee the attribution of the corresponding direct free hit, cancelling the signage after it is granted.
4. Control of the ball possession time.
 - a. The console that ensures each team's ball possession time of forty-five (45) seconds maximum is placed on the official table of the game.



- 1) The luminous panels for information on the ball possession time are placed behind the fence and the protection nets, at a distance of between one and two meters, behind each one of the goal cages.



- 2) The base for the placement of the luminous panels is placed at a minimum height of 1.40 meters.
- b. The use of these equipments is mandatory in international competitions, nations or clubs, organized by WS-RHTC or by the different Continental Areas and their management will be carried out by the Assistant Referee, nominated for each match.
 - 1) In the competitions organized by the different National Federations, the usage of this equipment is recommended in senior competitions.
 - 2) It is the responsibility of the different Continental Areas to decide whether the usage of this equipment is mandatory in the national championships organized by the affiliated Federations.
 - c. The horn of the control equipment that signals the end of the ball possession time is merely indicative, being the whistle of the Main Referees the one that validates the interruption of the match.
 - d. In normal situations, the Main Referees must not interfere or make any signal to the Assistant Referee, operating the ball possession control equipment.
 - e. However, the Main Referees will have to ensure:
 - 1) A warning signal, raising the arms, when the team that is in possession of the ball has five (5) seconds left to end the possession time.
 - 2) The signals to count, with one of the arms, the time of possession of the ball, when a team is in its defensive zone.
 - 3) The signalling of an indirect free hit foul against the team that exceeds the time of possession of the ball in its defensive zone or exceeds the time of possession.

CHAPTER II - PLAYERS EQUIPMENT

ARTICLE 8 (Basic equipment of the players)

1. Each player must use the following basic equipment:
 - a. Shirt or T-shirt shorts and socks.
 - b. Two (2) roller boots, with skates.
 - c. One (1) stick.
2. Goalkeepers are required to use their specific protective equipment.
3. Optionally, both players and goalkeepers can use various protections.
4. The shirts, shorts and socks used by the players of each team must be made in the colours of the nation or club they represent, except in the specific case of goalkeepers, who will wear a shirt of a different colour from that of the players, not being able to be confused with the clothing of the rival players and goalkeeper.
 - a. All the players' shirts, including those of the goalkeepers, will be identified by different numbers between one (1) and ninety-nine (99), without being able to use the number zero.
 - 1) The numbers are marked on the back of the shirts, at a height of not less than thirty (30) centimetres, in a single colour and in contrast with the colour of the shirts.
 - 2) Optionally and without prejudice to the provisions of the previous number, the numbers of the players can also be placed on the front of the shirts and shorts.
 - b. Regardless of the number used by each goalkeeper, they have to be specifically identified, as such, in the match report.
 - c. When the two teams, or the goalkeepers, appear on the rink with the same colours or that may be confused, the referees must follow the following procedures:
 - 1) Find an agreement between the teams, to solve the problem.
 - 2) If an agreement is not reached between the teams, the home team is the one who changes their equipment, including, if necessary, the shirt of their goalkeepers.
 - d. The captain of each team must wear identification in the form of an armband, different in colour from his shirt.
 - 1) In the event that the team captain is substituted, he will not have to pass the armband to a teammate, he will only inform the Referees who will replace him, as captain, on the rink.

- 2) In the event that the team captain is expelled or is injured and cannot continue in the game, the armband will be passed on to the substitute captain, registered in the official game sheet.
5. Players will wear boots with skates, with four (4) wheels placed two by two on two transversal axes. No inline skates are allowed in Rink Hockey.
- The placement of any type of metallic protection on the boots is not allowed, even if it is covered by another type of material.
 - The wheels of the skates cannot have a diameter less than three (3) centimetres, not being allowed any type of additional protection between the front wheels and the rear wheels.
 - Provided that they do not represent danger to other players, the use of brakes placed on the toe of the skates or boots, with a diameter of never more than five (5) centimetres, is permitted.
 - Goalkeepers can use skates with smaller wheels, thus favouring a better stability of their position in the defence of the goal cage.

ROLLER SKATE OF PLAYERS



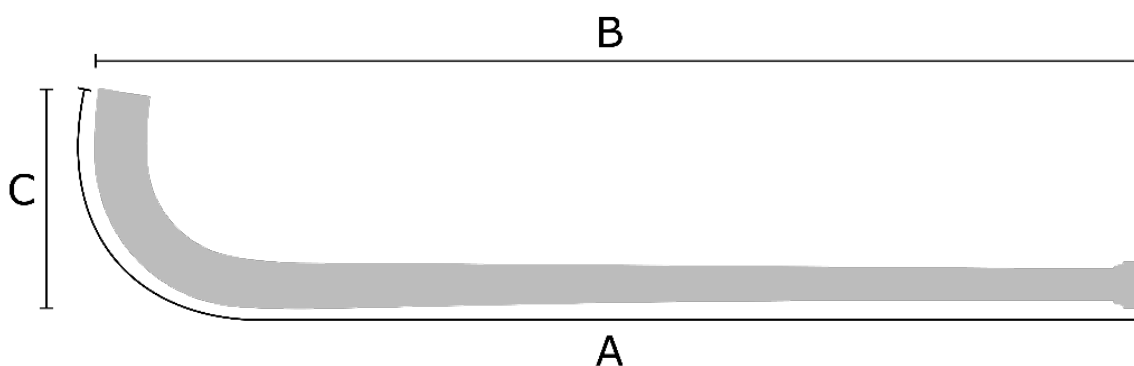
ROLLER SKATE OF GOALKEEPERS



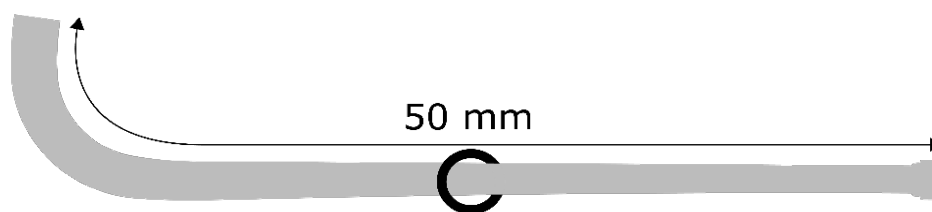
6. The stick should always have two elements, a handle and a curved shovel.
- The stick, as a game element, consists of a piece, of a size defined in the designs below, culminating in curvature on one of the sides, designated shovel. When positioning the stick on a flat surface and the tip of the blade perpendicular to the surface, as illustrated in the designs below, the marked lines will define the longest peripheral length (A), the length (B) and the height (C) of the stick.
 - It must be made of materials that are not harmful to the player who use it, to the other players or to the game itself.
 - It must not weigh more than 500 g with a maximum tolerance of 50 g. (A stick in the game, personalized or not by the player, cannot exceed the regulated weight and its tolerance, that is, 550 g).
 - The stick must meet the dimension requirements.

- e. A 5 cm inner diameter ring will ensure that the transverse dimension of the stick is respected. To test this requirement, the ring must enter and exit at the opposite end.
- f. Dimension A must not exceed 115 cm.
- g. Dimension B must not exceed 105 cm. Dimension C must be between 17 cm and 22 cm. The adding of dimensions B and C must not exceed 124 cm, as shown in Designs 3, 4 and 5.

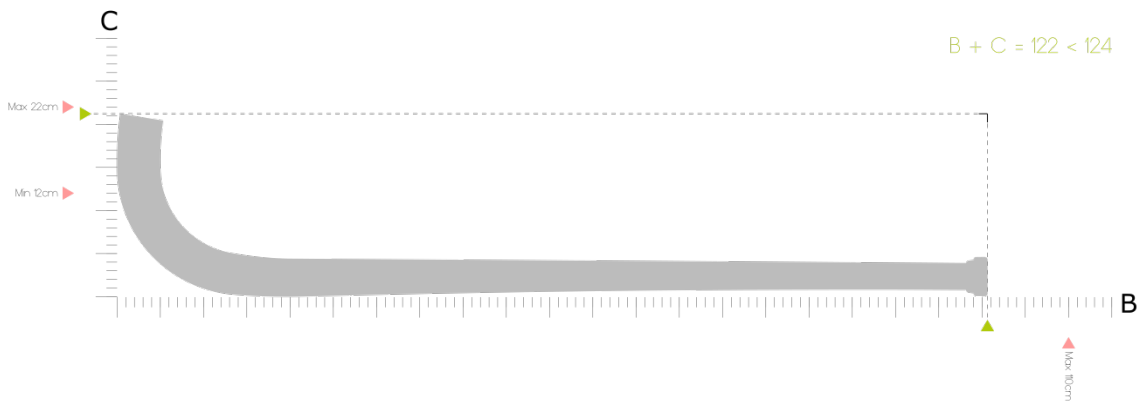
DESCRIPTION	Game stick for players
MATERIALS	Wood and/or fibber
DIMENSIONS	As specified in the photos
WEIGHT	450 - 550 grams
COLOURS	Adhesives: according to manufacturer and wood Finishing: according to design and finishing



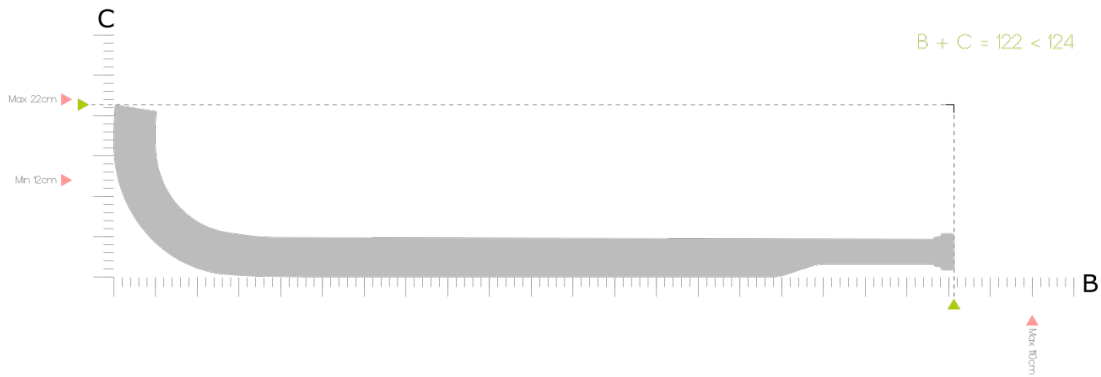
Design 1 - Dimensions of a stick



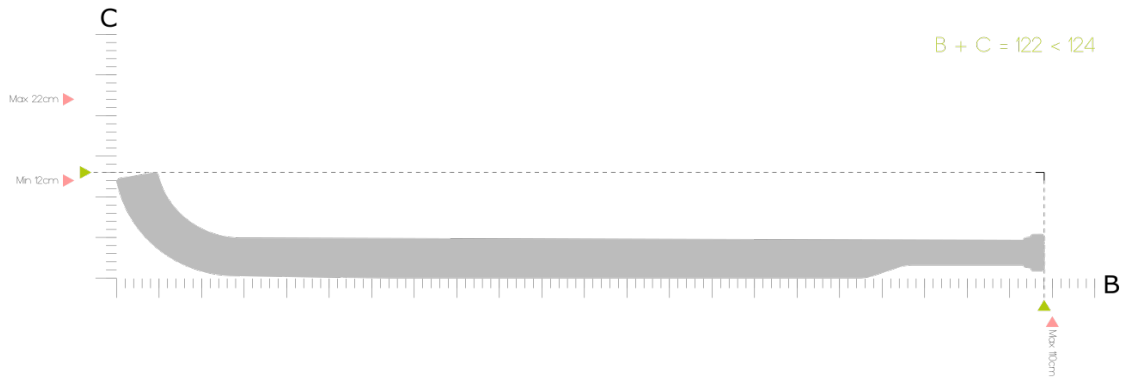
Design 2 - Illustration of the ring rule test



Design 3 - Illustration of a traditional stick within the limits.



Design 4 - Illustration of a traditional goalkeeper stick within the limits.



Design 5 - Illustration of a goalkeeper short shovel stick within the limits.

ARTICLE 9 (Compulsory protective equipment for goalkeepers)

1. The usage of the following protection equipment by the goalkeeper is mandatory:
 - a. A full head protection mask or a helmet and visor.
 - b. A chest pad.
 - c. Two goalkeeper's gloves.
 - d. Two goalkeeper's shin guards.
2. The full protection mask for the head and the helmet and visor used by the goalkeepers are made of one or two interconnected pieces, fixed by wraparound straps, made of rigid plastic or other materials. If they have any metal part, they must be covered with plastic, leather or rubber, so that they do not endanger the physical integrity of the other players.



3. For the protection of goalkeepers, the use of a chest pad is required, placed underneath the game shirt and made up of a single piece, including shoulder pads and upper arm protection, made of plasticized material and flexible enough to fit the user's body. The thickness of the pieces should never be more than 1.5 centimetres.



- a. Optionally, they can use the following protection pieces:
 - 1) A neck protection adjusted to neck, with a maximum height of 5 centimetres and placed below the chest pad.
 - 2) An elastic or semi-rigid protection for the thighs made of plasticized material and in the form of a sleeve, adjusted to the thigh. The thickness of the protection cannot exceed 0.5 centimetres.

- b. The placement of any other material that increases the natural dimensions of the aforementioned protections is not allowed.
4. Goalkeeper gloves must be made of leather, cloth, canvas, synthetic products or plastics, provided that the materials used are malleable and flexible. The use of metallic elements or with metallic coatings is prohibited, as well as any other that may damage the physical integrity of its users and/or other players.
- a. Goalkeeper gloves are intended for the protection of the hands and part of the forearms, not necessarily having to be uniform in their configuration, preparation and use. They must respect the following dimensions:
- 1) Maximum height of 40 centimetres.
 - 2) Maximum width of the glove with open thumb of 25 centimetres.
 - 3) Maximum width of the glove with the 4 open fingers of 20 centimetres.
 - 4) Maximum glove thickness of 5 centimetres.
- b. A glove has to be flexible and articulated to allow the goalkeeper to hold and handle his stick.
- c. The other glove can be less flexible, but allowing the hand to be open inside and with the fingers spread and separated.



5. Goalkeeper shin guards are made up of one or two interconnected pieces fixed by wrapping straps around the legs, so as to guarantee the partial protection of the legs and feet of the users.
- a. Goalkeepers' shin guards have the following maximum measurements:

- 1) Width of the upper part of 30 centimetres.
- 2) Width of the central part of 27.50 centimetres.
- 3) Width of the bottom 25 centimetres.
- 4) Total height of 65 centimetres.
- 5) Maximum thickness in its entire height of 5 centimetres.



- b. The foot protection may or may not be an individual piece, separated from the shin guard, but always respecting the maximum height measurement of 65 centimetres, and as a whole, cannot increase the referred dimension from end to end.
 - 1) This protection will have a maximum width of 25 centimetres, adjusted to the lower part of the shin guard, with a lateral reinforcement with the maximum measurement of 11 centimetres in height and 20 centimetres between the ends and in the direction of the length of the shoe.
 - 2) The maximum thickness allowed for these pieces is 5 centimetres.
 - 3) The fixing to the leg and foot of each protection element is carried out independently, by means of two or three straps, fixed crossing the front parts of each of the pieces or from the lateral ends of the same, but in the involving direction of the legs.
 - c. The materials to manufacture the goalkeepers' shin guards can be cloth, canvas, synthetic or plastic products, as long as they are malleable and flexible, but they can never present metallic elements or with metallic coatings or any product that may harm the physical integrity of its users and/or the other players.
6. The goalkeeper's protection equipment must be certified by the entity that is responsible for organizing the competitions, both internationally (WS-RHTC) and nationally (by the respective Federations).

ARTICLE 10 (Optional equipment for player's protection)

1. All players, including goalkeepers, can use non-metallic protective equipment, placed directly on the body and fully adjusted to it, exclusively to preserve their physical integrity and provided that its use does not entail any type of advantage to its users.
2. The use of the following physical protection elements for players is authorized:
 - a. Padded gloves, with a maximum thickness of 2.50 centimetres, with the fingers totally separated and without being able to exceed 10 centimetres from the line of the wrist to the forearm.



- b. Cushioned knee pads, with a maximum thickness of 2.50 centimetres, for exclusive protection of the knees.



- c. Protective shin guards, with a maximum thickness of 5 centimetres. They will be placed under the stockings, adjusted around the legs.



- d. Cup holder in cloth or cup holder made of resistant plastic material, for protection of the genital organs.



- e. Elbow pads, made of non rigid material or that may cause danger to the rest of the other players.
3. Protections for the head or face of a rink player.
- a. When a player needs to use special protection, due to head or face injury, the entity that has jurisdiction for the event may grant the corresponding exceptional authorization, after completing the following procedures:
 - 1) Presentation of a formal request of the player for the usage of special protection, in which he must present:
 - a) A statement, signed by a doctor, indicating the reasons that recommend the use of protection and the period of time for which it is necessary;
 - b) The presentation of a photo with the protection to be used by the player in question.
 - 2) Considering such request, the entity that has the jurisdiction of the competition will decide whether to approve the usage of the proposed protection, by means of a certifiable document sent to the player in question, informing his team and also the referees and officials who will manage the competition.
 - b. Taking into account any future requests, it is important to clarify the two protection models whose usage may be allowed, once the procedures established in the previous point have been complied with:



c. Each manufactured product must be inspected to ensure compliance with the following requirements:

DESCRIPTION	Official Rink Hockey Player Helmet
MATERIAL	<u>Head Fixation:</u> 8mm high impact EVA rubber + v. Plastic sheets between 2 and 4 mm. <u>Visor:</u> PETG o transparent copolyester plate or High impact transparent polycarbonate.
VISIBLE DENSITY	We start from a 4mm plate, but the overall thickness would be 3mm + - 20% approx.
WEIGHT	Between 300 and 350 grams for size L.
COLOUR	<u>Head Fixation:</u> to choose <u>Visor:</u> Transparent - colourless



ARTICLE 11 (Advertising on the equipment of the players)

1. Advertising on the player's equipment is allowed, provided that it does not hinder the correct identification of its basic colour.
2. Advertising with political or religious propaganda is not allowed.



INDEX RULES OF REFEREEING

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CHAPTER I - THE REFEREE

ARTICLE 1 (Composition and nomination of the Referees Team)

1. In games of the international Rink Hockey competitions, the Referees team is made up of three or four international Referees whose functions are distributed as follows:
 - a. Two Main Referees, who are responsible for the control of the match. The Main Referee who is designated as Referee 1 is the one who performs the duties of head of the referee's team.
 - b. An Auxiliary Referee, responsible for:
 - 1) The disciplinary control of the benches and of the players who are temporarily suspended from the match;
 - 2) The control of the time outs granted to each team and the control of the team fouls committed;
 - 3) Information to the public and to the teams, by electronic means or any other alternative, regarding:
 - a) The request for time-out by each team.
 - b) The number of accumulated team fouls, which will be complemented by a specific warning, whenever a team is one foul away from being penalized with a direct free hit.
 - c. An Assistant Referee can integrate the referee's team to ensure the monitoring of the electronic equipment that allows the control of the ball possession time, by each of the teams.
 - d. A Timekeeper, who integrates the official table of the game, which ensures support for the actions on the rink, of the Main Referees.
2. The nomination of the referees team for the different international competitions is the responsibility of:
 - a. WORLD SKATE-RHTC, which has jurisdiction of all the world competitions.
 - b. The different CONTINENTAL AREAS, regarding the competitions organized in the geographical area that is under their jurisdiction.
3. In world competitions, all matches are conducted by ELITE category referees teams, according to the official classification made by WORLD SKATE-RHTC.

4. Notwithstanding what is established in the following points, in the different continental competitions the matches will be led by referee's teams officially nominated by the organizing Continental Area.
5. The organizing Continental Areas can request the collaboration of WORLD SKATE-RHTC, to guarantee the nomination of international referees who are affiliated with other Areas.

6. It is totally prohibited, for any Continental Area, without the prior and formal permission of WORLD SKATE-RHTC, to make invitation to any Referee who is affiliated with another Continental Area, to be a referee in matches of that Continental Area.

7. In the national competitions of the different countries, it is the affiliated national federations of WORLD SKATE that nominates the refereeing team for each match, in accordance with the procedures they consider appropriate and taking into account the provisions of the following points:
 - a. In senior club competitions it is mandatory that:
 - 1) In all matches, three referees are officially nominated by the national federation in question, two being designated as Main Referees and one as Auxiliary Referee.
 - 2) An Assistant Referee is nominated to control and inform the public of the result of the match, team fouls and playing time, which must be carried out by the appropriate electronic systems, commanded from the official table of the game.
 - b. In the other national club competitions, the matches may be directed by one or two Main Referees, admitting that the functions of the Assistant Referee and the Timekeeper may be done by:
 - 1) Elements officially authorized by the national federation in question; or
 - 2) The Auxiliary Referee, that will be proposed by the visiting team and the Timekeeper that will be proposed by the local team.

8. In national competitions, all matches will be controlled by refereeing teams composed by referees affiliated with the organizing federation and who are in normal activity, safeguarding the provisions of the following points:
 - a. The organizing national federations may request the collaboration of the Continental Area of their affiliation, to guarantee the nomination of referees who are affiliated with other national federations.
 - b. It is forbidden for any national federation to carry out, without the prior and formal permission of its Continental Area, any invitation to any referee, active or retired, who is or was affiliated with another national federation, to be a referee on its competitions.

9. All Rink Hockey Referees have the duty to comply and to enforce the official rules of the game and other regulations coming from the international and national bodies in which they are integrated, in particular, with respect to the various provisions, rules, procedures, interpretations and clarifications related to his activity of referee of rink hockey.

ARTICLE 2 (Functions)

1. The coordination between the referees that are part of the referee's team is important and relevant to the performance of their duties, demanding a correct mobility and positioning on the rink and an adequate distribution of duties.
2. The Main Referees are the absolute judges on the playing rink and their decisions, regarding the game, must be made with effective competence and total responsibility, always guided by their impartiality and by scrupulous compliance with the Rules of the Game and other regulations in force.
3. The Main Referees must move on the rink so that they can follow the game closely, having the right to exercise disciplinary actions on the players and other representatives of any team, before, during or at the end of the match, acting with the necessary rigor so that a correct and brutality free game is practiced.
4. When necessary, with the match inactive, the Main Referees will contact the Auxiliary Referee to clarify any matter that occurs next to the official table of the game. In these situations, the presence of players or team representatives is not allowed, except if previously authorized.
5. The Main Referees may request police intervention when there are serious problems related to the behaviour of the public or when a player or other representative located on the bench or at the official table of the game, refuses to comply with the Referees' orders.
6. In the incidents or omissions that are not included in the Rules of the Game, the Main Referees must decide according to their conscience, trying to resolve all cases through the actions they deem necessary and evaluating and judging the claims that may occur, ensuring always to correct any irregularities and/or serious errors that may be detected

during the match, always favouring a rigorous application of the rules in force, in defence of ethics and sports truth.

7. Regarding his intervention in the development of the match, there is no difference between the considered head of the referee team and the other main referee.
8. Referee 1 is entrusted with the following functions:
 - a. Verify, before the start of the game, the following specific questions:
 - 1) The conditions of the rink and of the system used for the timing of the game.
 - 2) Identification of the players and other representatives of both teams.
 - 3) The information system that can be provided to the public, on the progress of the match.
 - 4) Review of the electronic equipment that controls the ball possession time of each of the teams.
 - b. When it is necessary to choose the match ball, call the captains to his presence.
 - c. Verify if all participants are ready, whistling for the start or restart of each of the periods of the match, including extra time.
 - d. If there are any doubts about refereeing decisions in the match, Referee 1 must consult with the other members of the refereeing team and decide any divergence, problem or difficulty that may occur in any game situation, taking into account:
 - 1) The correct application of the Rules and Regulations.
 - 2) The resolution of the incidents that may arise, assuming the corrective actions that it considers necessary, after evaluating the claims that may arise.
 - 3) Prepare and sign the confidential referees report and confirm the correct preparation of the official match record and other official documents, making any necessary rectifications.
 - 4) Deliver to the international or national authority, organizing the competition, the official match record and other control documents, including the Confidential Report.
9. The control of the official table of the game is the responsibility of the Auxiliary Referee, having to:
 - a. Ensure a rigorous and effective control of the disciplinary behaviour of the bench members of each team by informing the Main Referees about infractions that occur off the rink.
 - b. Assist the Main Referees in the detection and correction of irregularities and/or serious errors committed during the match.
 - c. Ensure that information, regarding the development of the match, is provided to the public and teams present, in particular:

- 1) The current result of the match.
 - 2) The remaining playing time.
 - 3) The accumulated number of team fouls already committed by each team.
 - 4) The time-outs requested by each team.
 - 5) Make all the notes and records necessary for the control of the incidents of the game, collaborating with the Main Referees in the elaboration of the minutes of the match, regarding:
 - a) The team fouls indicated by the Main Referees, always indicating to them that a direct free hit has to be signalled against the offending team.
 - b) The disciplinary action taken on the players and representatives.
 - c) The time outs granted to each team in each period of normal playing time.
 - d) The final result of the match, with details of the goals obtained by each team, in each of the game periods.
 - d. It also has to control and support the Timekeeper's action, rectifying eventual failures and informing the Main Referees if necessary, taking advantage of an interruption, regarding any problem and/or eventual disciplinary infraction attributable to the Timekeeper.
10. In the official events, recognized by WORLD SKATE-RHTC, an electronic chronometer will be used, allowing the recording, in each part of the game, of the decreasing game time that remains to be fulfilled.
11. The chronometer is stopped at each game stop, thus allowing the public and team representatives to have a correct and transparent information on the playing time. Manual chronometers can be used, an option that forces the official table of the game to have, in a very visible way, a public information system on the number of minutes remaining until the end of each part of the game.
12. The Timekeeper is responsible for controlling the time of each game period, taking into account that:
- a. The timer starts counting from the referee's whistle at the start of the game.
 - b. When the end of the game time is reached, an audible signal is made to signal to the Referees that they should whistle to end the game.
 - c. The game begins and ends, in all situations, with the referee's whistle, being the chronometer signal an informative one.
 - d. Need to control the duration of the break, making an audible warning signal when two (2) minutes are left to its end.
 - e. Need to make the control of the time outs granted in each game period, informing the public which team has requested them.

- f. Need to control of compliance with sanctions to players, such as periods of inferiority.

ARTICLE 3 (Absence and replacement of the nominated referees - procedures)

1. A match is held even if the referee's team that had been officially nominated is absent. Once this absence is verified, a tolerance of thirty minutes will be granted, after which the procedures established below will be adopted:
 - a. In the absence of the two nominated Main Referees, the match will be led by the Auxiliary Referee.
 - b. In the absence of one of the nominated Main Referees, the match will be led by:
 - 1) The other Main Referee, who will be the head of the referee's team.
 - 2) The Auxiliary Referee.
 - 3) If, after the start of the match, the absent Referee shows up, he cannot participate in the match.
 - c. If all the nominated referees are absent, the delegates of each team will appoint one person, according to the following procedures and criteria:
 - 1) If there are one or more referees that are active, the match will be directed by the one with the highest rank, and in the case of equality, by the oldest.
 - 2) If there are no referees who are active but if one or more referees that have already retired, the match will be led by whoever holds the highest rank at the time of their retirement, and in the case of equality, by the one who has more time of activity.
 - 3) In the absence of the above, the match will be led by an unofficial referee who has the consensus of the delegates of both teams.
 - 4) If there is no agreement between the delegates of each team, the match will be conducted, in each half, by a coach or delegate of each team, taking into account that the referee appointed by the local club will be the referee during the first period of the match, following the same criteria in case of extra time.
2. When due to injury or physical disability of one of the main referees, he must leave the game and the following procedures will be followed:
 - a. When the match was being led by two Main Referees, no substitution is made and the match will continue to be led only by the other Main Referee.
 - b. When the match was being conducted by a single Referee, his substitution will be made by the Auxiliary Referee or, if he is also absent, the substitution will be decided by common agreement between the delegates of each team, as explained in the previous points.

- c. When one or both of the referees who have started the match decide to interrupt it and terminate it, after suffering an aggression or for any other reason related to their safety, no other referee may substitute them, to continue the match.
3. When, simultaneously, the absence of one of the teams occurs and also the absence of all the designated members of the refereeing team, the official delegate of the team that is present must provide the following procedures and diligences:
 - a. Try to find among the public a referee who is active or retired.
 - b. If this is not possible, the same delegate must request the intervention of one of the following elements:
 - 1) A leading member of the entity that has jurisdiction of the competition.
 - 2) A leading member of the national affiliation federation of the club in question.
 - 3) Two suitable people who are in the audience, preferably who have some connection with the discipline of rink hockey.
 - c. The chosen person prepares and signs the documents presented by the official delegate of the team present:
 - 1) The form related to the control of the team licenses that serves as certification and identification of the relationship presented in the official match report.
 - 2) In addition to identifying the representatives present, the official record of the game shall record the events that have occurred.
 - d. These entire match documents will be forwarded to the institution responsible for organizing the competition related to the match that was not held.

ARTICLE 4 (Evaluation of the referees- functions of the technical delegates)

1. To encourage the qualitative development, in technical terms, of international Referees, is the responsibility of WORLD SKATE-RHTC, that must:
 - a. Prepare and institutionalize an annual observation and evaluation system for the international referees.
 - b. Recruit, train, select and appoint technical delegates to observe and evaluate the performance of international Referees in the main international competitions.
 - c. Prepare and disseminate a "Performance Manual" for Rink Hockey Referees, systematizing processes and procedures and promoting the interpretation of the Rules of the Game and the unification of criteria.
2. Under the coordination of WS-RHTC, the Technical Delegates are responsible for:
 - a. The observation and evaluation of the actions of international Referees.

- b. The elaboration of the “Technical Evaluation Report”, corresponding to each observation made, where all the anomalies, errors and/or infractions committed by said Referees will be reported and described with rigor and precision.
 - c. Cooperate with the Rink Hockey Commission in training initiatives aimed at Rink Hockey International Referees.
3. The Technical Delegate is not authorized to occupy a place at the official table of the game, having to observe the game in the stands or in a place reserved by the organizing entity.

ARTICLE 5 (Acts and procedures preliminary to the match)

1. All members of the refereeing team, nominated for each match, must arrive at the match venue 90 minutes before the match starting time.
 - a. They need to be properly equipped and will ensure compliance with all the acts and procedures defined in the following points.
 - b. Before the warm-up of the teams and the Main Referees on the rink begins, the Auxiliary Referee, or in his absence, one of the Main Referees, must contact the delegates of each team, ensuring:
 - 1) The list and licenses of the representatives of each team that will be registered in the official minutes of the match, including the identification of the players' shirt numbers.
 - 2) The indication of the colours of the playing clothing of the players and goalkeepers of each team.
2. The home team occupies the half rink located to the right of the official table of the game, both in the warm-up prior to the start of the match and in the first half of the game or extra time. And the visiting team is in charge of executing the centre pass of the first period of the match or extra time.



3. The organizing entity of the international competitions, of nations or clubs, will guarantee, on the day before the game and if it is not possible, on the morning of the first day of competition, the availability of the sports facilities of the event, for the participating teams to carry out a adaptation training to the playing rink, for a minimum period of thirty minutes.
4. The space reserved for the warm-up session of the Main Referees will be delimited by means of cones, occupying the central strip that is on each side of the rink, at a distance of approximately one meter from the central dividing line.
5. Under normal conditions, the teams' warm-up sessions will be completed 15 minutes before the official starting time of the match.
6. The playing rink must be available for warm-up for 30 minutes with respect to the time established for the start of the match. If there is a delay in the starting time of the match, the nominated Main Referees will previously inform the delegates and captains of each team that:
 - a) They will have a minimum period of 20 minutes to warm up.
 - b) The warm-up will be done with the game clothing.
 - c) They will not be able to go to their changing rooms after the warm-up is over.
7. The refereeing team must enter the rink 15 minutes in advance of the official match time, ensuring:
 - a. The immediate withdrawal from the rink of the players of the teams that were warming up.
 - b. Verification of the status of the two goal cages.
8. The players of each team must enter the rink 10 minutes in advance of the official match starting time.
9. The entity that has the jurisdiction of the competition can supply the balls that will be used in the match. However, the home team is obliged to provide the balls that are necessary for each match. The visiting club also has the right to provide balls to be used in the match.
10. The captains of each team must take advantage of the warm-up period to reach an agreement regarding the ball with which the match is played, giving it to the Main Referees, after entering the rink. In any case, the choice of the ball for the match is

always the responsibility of the Main Referees of the match, particularly if the two captains do not reach an agreement.

11. Presentation of players and referees and greetings to the authorities and the public.
 - a. Before the start of the game, the referees line up together with the players of each team, in the central part of the rink, taking into account that this alignment requires:
 - 1) The presence of all the players of each team qualified to participate in the game.
 - 2) The usage of the equipment to be used during the match, except for the goalkeepers, who do not need to put on their helmets or gloves and are not allowed to keep the shirt outside of the shorts and the socks down. Players, who are on the rink at the time of starting the first half, as well as the second, must wear the shirt inside their pants/shorts.
 - b. Firstly, the Main Referee designated as Referee 1 ensures a formal greeting to the authorities and the public present, which must be carried out taking the official table of the game as a reference, for both sides of the rink, except when there is only one stand at the rink.
 - c. Subsequently, the names of the players and the head coach of each team and the components of the Referee's Team of the match are introduced by a sound system.
 - d. After the presentation, the players of each team greet the Referees and all the representatives of the opposing team.
 - e. Finally, the Main Referees carry out the additional steps they deem necessary to ensure that the match starts in accordance with the established official schedule.

ARTICLE 6 (Equipment and instruments of the referees)

1. The equipment of the Referees includes:
 - a. Shirt or T-shirt, which will bear the official badge on the left side of the chest, bearing in mind that:
 - 1) In world competitions they will wear the uniform provided by WORLD SKATE-RHTC.
 - 2) In continental competitions they will wear the uniform provided by their Continental Areas.
 - 3) In national competitions they will wear the uniform provided by their respective National Federation.
 - b. Pants, stockings and sneakers with rubber soles.



2. The Main Referees are obliged to carry the following instruments:
 - a. A whistle.
 - b. Two cards with dimensions of twelve by nine (12 x 9) centimetres, one being blue and the other red.
 - c. A pen and a sheet to record the scorecards and verbal warnings, as well as the goals.

3. The colours of the Referees' uniform cannot be confused with the colour of the clothing of either team.
 - a. In the matches involving two Main Referees, they will agree to decide the colour of the uniform to be used.
 - b. The Auxiliary Referee and/or the Assistant Referee may use a shirt of the same colour or of a different colour from the one used by the Main Referees.



4. It is allowed to carry advertising on the clothing of the Rink Hockey Referees, provided that the following limitations are met:
 - a. Two advertising stripes on the shirt, one on the front and one on the back.
 - b. An advertising reference on each of the sleeves.

5. In world competitions, WORLD SKATE will be the responsible to allow the advertising to be used.

ARTICLE 7 (Minutes and reports - necessary procedures)

1. The Main Referees have to record all the important incidents that occurred in the match using the following official forms:
 - a. Official minutes of the game (match report).
 - b. Game control sheet.
 - c. Control of the licenses of the teams.
 - d. Referee's confidential report.
2. In each official match, the Referees must record in the official minutes:
 - a. Place, date, starting and ending times of the match.
 - b. Final result, as well as the goals scored by each team in each of the periods of the match.
 - c. The list of the players of each team, with the number of their license or identification document that was used to confirm their identification, as well as the number of the shirt of each player, the function of the players, specifically indicating the goalkeepers and the captain and substitute captain.
 - d. Players who have scored goals.
 - e. The function of the other team representatives registered in the game, with the number of their license or identity document that was used to confirm their identification.
 - f. Disciplinary measures applied by the Main Referees during the match, to the players and team representatives, specifying the cards displayed.
 - g. The number of team fouls committed by each team.
 - h. The time outs requested by each team, in each of the game periods.
 - i. Information on any protest, statement that is presented to the Main Referees by any of the teams, duly signed by the team captain.
3. The following must be also identified:
 - a. The refereeing team nominated for the match.
 - b. The people present at the official table of the game, specifying their functions.
 - c. The Technical Delegate designated for the evaluation of the Referees.
4. Immediately after the end of the game, the official record of the match must be signed by the team captains.
 - a. If the team captain and/or the substitute captain refuse to sign the official minutes of the match, the Main Referees will make a confidential report detailing what happened.

- b. If the team captain and the substitute captain were sent off, the official score sheet will be signed by the player designated to act as captain.
5. All members of the refereeing team nominated for the game will sign the official match record after verifying the record.
6. Confidential report.
- a. This document is produced in situations in which it is necessary to send additional information to guarantee an exact, objective and precise description of relevant events that occurred in the game.
 - b. It will always be made if:
 - 1) A red card is shown, explaining the infractions, circumstances and reasons, specifically detailing the offence committed and/or the injurious terms pronounced. As well as in cases of rude or violent behaviour, such as aggressions and/or reactions to aggressions, and the details of the behaviours and blows produced by the offenders, like punches, kicks, stick hits, etc., and in which parts of the body were hit.
 - 2) A match was not played or the situations related to the non-conclusion or early termination, clearly indicating what reasons and circumstances determined the referees' decision.
 - 3) There is a delay, explaining the reasons and/or anomalies that caused it.
 - 4) There are possible deficiencies or irregularities detected by the Referees in the protections used by any player and/or goalkeeper, informing of the steps taken to rectify the situation and the result of these:
 - a) If the situation was regularized and the player or goalkeeper was authorized to play the match.
 - b) If the situation was not regularized and the player or goalkeeper were not authorized to play the game.
 - 5) There is any other relevant matter, such as:
 - a) Delays occurring at the beginning or during the game, and their reasons, including when they are attributable to the Main Referees.
 - b) Poor conditions of the rink and/or the playing area, problems with the number of police officers present or possible problems related to the improper presence of people near the referees' changing rooms, the official table of the game or the substitute benches of any of the teams.

CHAPTER II - SIGNALS

ARTICLE 8 (Signals used by the referees)

The Main Referees will use the signals indicated below.

1. Time of ball possession of a team in its defensive zone.

When a team has possession of the ball in its defensive zone, the referees must count the corresponding time, performing, with one of the arms placed at the waist, an intermittent movement that indicates the passage of each second.



2. Time out.

To signal that a time-out was granted, the referee places one of the hands in an upright position, with the palm open at the same time as he places the other hand in a horizontal position with the palm open.



3. Face off.

To signal a face off, the referee must raise one of the two arms, with the palm of the hand turned forward and with two fingers wide open, in a form of a V, and with the other arm indicate the place where the face off is to be taken.



4. Advantage Law.

To signal the decision to continue the game, the referee places both arms in a parallel position and flexing them, so that they form an approximate angle of sixty degrees with the body, keeping the palms of the hands up.



5. Warning of passive play practice.

a. To warn a team that it is about to play passive play, the Referees will raise both arms, keeping them upright until a shot is made or until the end of the time allowed to make the shot.



b. In games directed by two Referees, the other Referee must, after the warning of passive play made by his partner, control the time of the 5 seconds granted so that

the team can shoot at the opposing goal, whistling to interrupt the match at the end of the time granted when the shot is not made.



6. Violation in one of the corners.

To signal that the ball must be put into play in a corner of the penalty area, the referee will place his arms upright on the head, with the hands joined by the tips of the fingers, so that they form a lozenge shape.



7. Indication of indirect free hit.

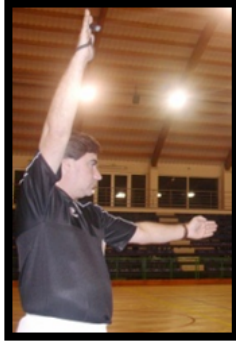
To signal an indirect free hit, the referee must keep both arms horizontal, forming an angle of 90 degrees between them:

- a. One of the arms points towards the place where the foul has to be executed;
- b. The other arm is stretched out, indicating which the offending team is.



8. Team fouls.

The Referee signalling the foul raises one arm high and points the other arm in the direction of the offending team's defensive zone, so that the team foul is recorded by the official table of the game.



9. Card display.

a. The referee stands at a distance of +/- two meters from the offender. Then he shows the corresponding card, with the arm of the hand that takes the card well upright.



b. After the card is displayed, the referee indicates the offending player's shirt number to the official table of the game, and if it's not a player, the function in the team is indicated.



- c. Finally, the referee indicates to the official table of the game to which team the offender belongs to, pointing to the side of the rink on which the offender player plays, keeping one of the arms raised in a horizontal position.



10. Indication to the official table of the game of the player who scores a goal.

To signal a goal, the referee has to whistle and, after placing himself in the centre of the rink, clearly indicates to the official table of the game, the shirt number of the player who scored it.



11. Penalties and direct free hits.

- a. To signal a penalty or a direct free hit, the referee goes to the mark where the penalty spot or direct free hit spot is marked, to indicate the place where the ball should be placed.



- b. With the exception of the player who takes the penalty or direct free hit and the goalkeeper of the offending team, all other players position themselves inside the penalty area of the team in charge of executing it, being under the control of one of the referees, who will signal to the other referee to start the execution of the penalty or direct free hit.



- c. The referee who controls the execution of the penalty or direct free hit raises one of the two arms to indicate to the executing player that he can start the execution and, with the other arm, initiates the counting of the 5 seconds allowed for his execution.

