



International Rink-Hockey Refereeing Manual

Prepared by CERH's Technical Commission in cooperation with CIA/CIRH

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PART I

RINK-HOCKEY REFEREEING PROCEDURES AND RULES OF ACTION



INTRODUCTION TO PART I



In international competitions of clubs or national selection teams of FIRS-member countries, rink-hockey matches are officiated by two main Referees which are assisted by an Assistant Referee. The latter is responsible for assuring the proper running of the Official Table, insofar as issues relative to timekeeping and registration on the Game Sheet in question.

This first part of this Rink-Hockey Refereeing Manual is meant to set common ground for international Referee preparation and action. This will guarantee their positive intervention in the game, thus, contributing towards the development and prestige of the Sport.

All Rink-Hockey Referees are duty-bound to both comply and require others to comply with the Official Rules of the Game and any other regulations issued by the (*national and*) international bodies to which they belong, namely and particularly, insofar as the various regulations, standards, procedures, interpretations, and clarifications contained in this Refereeing Manual.

One of the conditions necessary to assure a referee's good performance is good common sense. Besides this, it is also necessary that Referees have a very clear and profound knowledge of the Rules of the Game and Technical Rules. They must also have a correct understanding of the spirit of rink-hockey, as well as of sports principles and ethics.

When the Referee does not possess these resources and does not use common sense, he/she risks not using the "advantage rule". Whistling and/or penalizing each technical offence will end up ruining the sports show and displeasing the spectators, players, and coaches.

The mechanics of refereeing suggested in this Manual is a practical work method which was conceived to facilitate the Referees' actions on the rink. They were thought out to help referees obtain the best possible position and, thus, make the correct decisions regarding offences.



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1. NOMINATION OF THE REFEREE TEAM FOR INTERNATIONAL COMPETITION GAMES

Only international Referees may be designated to officiate international games of clubs or national selection teams. This obligation does not extend to Assistant Referees, who can belong to the national boards of the country where the game or competition in question is to take place.

However, the specific nomination of the “referee team” – *made up by two main Referees and an Assistant Referee* – for each international competition always falls under the exclusive responsibility of the International Refereeing Commission (*CIA or Continental Refereeing Commission*) that has jurisdiction over the event in question.



2. DESIGNATION AND DUTIES OF THE “HEAD OF THE REFEREE TEAM”

Relative to the two referees that are specifically nominated for each match, the Main Referee first mentioned shall be responsible for complying with the specific duties established for the “**head of the referee team**”. The head of the referee team is responsible, namely, for **carrying out the following duties**:

a) Analysing and approving the following prior to the beginning of the match

- The conditions of the rink and of the timekeeping system for the match
- The information to be provided to the public regarding the game's progress (*score, time-outs, number of team fouls and game time, power play time, and temporary suspension time of the players*)
- The identification of the players and other team representatives (*in the international competitions of clubs, the players' sports Licences must be provided; other representatives shall be identified in the same manner or through their ID Card, Passport or other official photo ID document*)

b) Calling the team captains to proceed with:

- The coin toss to determine each team's half-rink, as well as which team will take the stroke that starts the game during each part of the match
- Choosing the ball. After being chosen, the ball should not be placed at either team's disposal

c) Checking to see if all participants are prepared to start or re-start the match, whistling to begin each part of the match, including (*should it be the case*) extra-time;

d) In case of doubt or whenever there are different points of view, conferring with the other Referee and deciding – *impartially, with rigour and common sense* – as to any disputes, problems, or difficulties that may arise during any play, namely:

- Correctly applying the Rules of the Game, the Technical Rules, as well as any other rules or issues of a regulatory nature;
- Resolving incidents or cases not specifically mentioned and which may occur, assuming corrective actions deemed necessary after assessing the claims with which they are confronted.

e) Preparing, when it be the case, the Confidential Referee Report and checking the Game Sheet, making sure it is properly filled out and signed by the other intervening parties, as well as assuring the following actions:

- Rectifying whatever may be necessary
- Indicating whether (*or not*) a Confidential Referee Report will be attached to the Game Sheet
- Signing, along with the other main Referee, the Game Sheet in order to guarantee it is valid

g) Forwarding or ensuring that the Game Sheet is forwarded, within the regulatory deadlines and conditions, along with the Confidential Referee Report – *when it be the case*.



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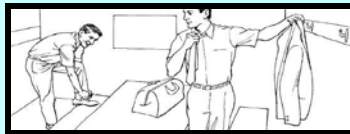
3. PRIOR PREPARATION OF THE GAME – USEFUL RECOMMENDATIONS

Referees should prepare themselves appropriately for each match in order to guarantee that they are at their best, both physically, as well as mentally. **Important recommendations:**

- a) The Referees' last meal before the game should end at least three hours prior to the game's foreseen starting time.
- b) On the day of the match, no Referee (*two Referees + Assistant Referee*) should consume alcoholic beverages.

Personal appearance is very important. Referees should be proud of their image in order to guarantee a correct, professionally rigorous attitude – *both inside and outside the rink.*

Consequently, it is recommended that the Referees show up at the rink in appropriate attire (*suit or blazer, sporty trousers, shirt and tie*)



During the match, the Referees must use the equipment and accessories defined in Article 13 of the Technical Rules, also assuring compliance with the following conditions:

- The equipment to be used in the game should always be clean and properly cared for; rings, earrings, necklaces or other jewellery are forbidden (*the only authorized accessory is a watch*)
- The main Referees must use equipment of the same colour but that cannot be mistaken with the dominant colours of the equipment used by either of the teams playing.
- The Assistant Referee may use equipment of a distinct colour from that of the other two referees

The Referees should prepare their travels so as to assure their arrival at the rink at least 1 hour and 30 minutes prior to the foreseen starting time for the match.

Upon arrival at the premises, the Referees should meet in their locker room and together begin preparing the work that awaits them, because **they are a "team" and should do everything to strengthen that "unit"**.

Dialogue prior to the match is essential and should include, amongst other points, the following:

- a) **Adjusting criteria, reviewing the Official Rules of the Game and this Manual relative to special plays, namely:**
 - Technical fouls, team fouls, serious fouls, and major fouls
 - Criteria for exercising disciplinary action, direct free hits and penalties
 - Refereeing mechanics (*exchanging positions when following the game, articulation of their movements on the rink, coverage of the game in the zones where the ball is not playable, etc.*)
 - Application of the advantage rules
 - Passive play vs. anti-play
 - Blocking, curtain, and obstruction
- b) **If during the match in question it is necessary to ascertain the winner, review the procedures to untie the game (*extra-time and penalty shots*)**
- c) **Cooperating and working together as a team throughout the match, namely promoting conferences of opinion, especially in cases in which both whistle simultaneously.**
- d) **Agreeing as to the procedures to be followed if there are problems caused by spectators or game participants**
- e) Defining the **communication methods and mechanics to be used**, namely insofar as:
 - Head of the two-referee team **vs** other main Referee on the rink **vs** Assistant Referee
 - Two-referee team **vs** Players on the rink **vs** Bench members
 - Assistant Referee **vs** Timekeeper **vs** other members of the Official Table (should they be present)
 - Assistant Referee **vs** Main Referees **vs** Bench members



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Once equipped, the Referees should warm up. It is recommended that the referees do various general and specific exercises that prepare and suit them for the duties they are going to exercise.



In fact, it is necessary for Referees to be highly motivated and enthusiastic in order to exercise their duties and responsibilities with competence... conditions which, naturally, only depend on the Referees own will.

4. ABSENCE OR REPLACEMENT OF THE REFEREES NOMINATED FOR THE MATCH

No game should be prevented from taking place due to the absence of officially nominated Referees. Therefore, after their absence has been ascertained and should there not be any information as to the reason for this absence, they will be given a thirty minute tolerance period after which – *and should it be confirmed that the nominated Referee(s) are absent* – the following procedures shall be followed:

4.1 ABSENCE OF THE TWO NOMINATED REFEREES

Should the two main previously nominated Referees be absent, it is the Delegates of the two Teams' responsibility to provide their replacement with only one Referee, in accordance with the criteria set forth in point 4.3 below.

4.2 ABSENCE OR REPLACEMENT OF ONE OF THE TWO REFEREES NOMINATED

When only one of the two Referees nominated is absent, the match will be officiated by the designated Referee that is present, who shall report the situation in the game report.

If, after the game begins, the missing Referee arrives, he cannot participate in the match, which will continue to be refereed by the Referee that initiated the game. However, should the latter need to be replaced for reasons of injury or physical incapacity, the game shall continue to be officiated by:

- a) The missing Referee, should he still be watching the game
- b) The Referee that was agreed upon by the Delegates of the two teams, taking into account the next point

4.3 ABSENCE OR REPLACEMENT OF THE NOMINATED REFEREE

The absence of the only Referee nominated to officiate the rink-hockey match shall require the Delegates of the two Teams to provide for his replacement, according to one of the following criteria:

- a) one or more active Referees are in the audience, the match should be officiated by the Referee with most credentials, in terms of his current category (*) or – *in case of a tie* – by the most senior Referee;
- b) If there is no active Referee in the audience but one or more licensed Referees are present, the match should be officiated by the Licensed Referee with the most credentials, in terms of category at the time of licensing (*) or – *in case of a tie* – by the most senior Licensed Referee;
- c) Should there be no active or licensed Referee present, the match should be officiated by a non-official Referee chosen by consensus of the team Delegates. If they do not reach an agreement, the match shall be officiated, in each half-time by a technical member or delegate from either team and the home club – *or the club considered as such* – shall referee the first part. If there is extra-time, the same criteria should be applied.

(*) Note: *As substitute Referee, when there is no other alternative available, a Referee with the same nationality as one of the selections or clubs playing may be designated. However, no Referee should continue a match when the Referees that initiated the match interrupted it because they were attacked or for any other safety-related reason.*



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4.4 ABSENCE OR REPLACEMENT OF THE ASSISTANT REFEREE NOMINATED

The absence of the Assistant Referee nominated – *as well as his replacement during the game due to physical incapacity* – shall also be subject to agreement between the Delegates of the two Teams, in accordance with the same procedures established in point 4.3 of this Manual and mentioned above.

4.5 ABSENCE OF THE REFEREES AND OF ONE OF THE TEAMS

When, simultaneously, the Referees nominated and one of the teams do not show up, the Delegate of the team that is present will try to find an active or licensed Referee amongst the spectators. Should there be none, by order of preference, **the intervention of one of the following members will be requested:**

- A member of CIRH or of the International Confederation responsible for the competition;**
- A member of the National Federation management board to which the team in question is affiliated;**
- Two people in good standing that are in the audience, if possible, connected to rink-hockey discipline**

to whom a “application form” and the licences of the players of the team present shall be provided, for purposes of identification, conference, and reporting on the Game Sheet, where the facts connected to the occurrence in question will also be mentioned.

5. TEAM CAPTAIN – USE OF THE ARMBAND AND DUTIES ON THE RINK

The team captain must use the identifying armband, with a different colour from his shirt. The captain represents his team during the game and is the only player that should deal with the Referees regarding any situation relative to the match. The captain can file petitions – *including technical protests of the game* – although without discussing matters related to the Referees' decisions.



Should the team captain be replaced, he does not have to pass the armband to the second captain, who – *should he be on the rink* – will replace him in those duties. Should the team captain be expelled – *or if he is injured in such a way that it requires that he be removed from the rink and receive medical assistance, and is not foreseen to return to the game* – he will have to pass the armband to the second captain. If, besides the team captain, the second captain is also not on the rink, the Referees shall be informed of which player will take over the team capital duties on the rink. If this information is not provided, the head of the referee team shall request that the Delegate (*or Coach*) of that team provides this indication. If this information is denied, the match shall be deemed terminated by the head of the referee team. The latter shall then prepare a Confidential Report detailing the events.



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6. ACCESS TO THE REFEREE TEAM'S LOCKER ROOM

Access to the referee team's locker room shall only be allowed to specified members:

- (1) **The Chairman of the International Referee Committee** responsible for the international competition in question and/or the **Member of the same Committee designated for the Game's Official Table**
- (2) **One of the Delegates from each team – received at the same time – in the following situations:**
 - a) **Thirty minutes prior to beginning the match**, to assure that the identification documents and “application form” of the representatives for each team have been provided, as well as – *should it be the case and by initiative of either team* – to file an administrative protest, based on possible regulatory irregularities
 - b) **Ten minutes after the end of the match**, to sign the Game Sheet, as well as – *should it be the case* – to formalize a technical protest that was presented on the rink by the captain of one of the teams, based on possible “false judgments” made by the Referees.
- (3) **The captains of each team – received at the same time to sign the Game Sheet – but only if a technical protest has been presented while still on the rink.**
In this last case, the two team captains shall also be present to sign the Game Sheet.
- (4) **The Doctor and/or Physiotherapist from one of the teams**, but only if at the request of the head of the referee team if there was an injury or sudden illness that required that any of the Referees be provided assistance.

Consequently, and with the exception of another referee team that may possibly have been nominated to officiate the next game of the same competition, **the Referees shall prohibit any other person from entering their locker room.**

When and if it is ascertained that, against the Referees wishes, someone has forced their way into their locker room, the head of the referee team must report these events in detail and identify the offenders. A Confidential Referee Report shall be prepared for that purpose.

7. PROCEDURES PRIOR TO THE GAME – ENTERING THE RINK AND PROTOCOL ACTS

Procedures reporting to the regulations in Article 6 of the Rules of the Game (Preliminary acts and procedures of the game)

7.1 PROCEDURES TO BE CARRIED OUT IN THE REFEREE LOCKER ROOM

Thirty minutes prior to the beginning of the match, the members of the referee team (*Main Referees and Assistant Referee*) should be properly equipped and available to receive – *in their locker rooms and at the same time* – one of the **Delegates** from each of the teams playing, so that these may:

- a) Provide the “application form” of the team representatives, to be included in the Game Sheet, namely:
 - **Players**, identified by their name and number on their shirt, detailing the indication of team “captain” and “second captain”, as well as players that make up the team’s “initial five”.
 - **Other representatives**, identified by their name and specific position held (Delegate, main Coach, and other technical personnel that will be sitting on that team’s Bench)
- b) Provide, when and if it be the case, an administrative protest based on regulatory irregularities

7.2 ENTRANCE OF THE REFEREE TEAM ON THE RINK

The members of the referee team (*Game Referees and Assistant Referee*) should go into the rink (*) together at least ten minutes prior to the beginning of the match and five minutes before it restarts during the second part of the game.

At the beginning of the game, the Referees start by inspecting the conditions of both the rink and the goal cages.

(*) Note: *The Assistant Referee should remain on the rink along with the main Referees until the end of the protocol acts defined in the next point.*

7.3 PROTOCOL ACTS TO BE CARRIED OUT ON THE RINK, IMMEDIATELY PRIOR TO BEGINNING THE GAME

After entering the rink and each team saluting the public, the Referees should – *at least five minutes prior to the official game starting time* – carry out the **protocol acts** hereafter indicated and which precede the beginning of each game of the different international competitions, both insofar as clubs, as well as selections of the FIRS- affiliated National Federations.



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- (1) Up to 10 minutes prior to the game, **call the captains of both teams to their presence** to:
- Toss the coin to determine the half-rink that each team shall occupy, as well as the team that will take the initial stroke that starts the game.
 - Chose the ball that will be used in the game and exchange pennants (if not done later on)



- (2) **Public introduction and formal salute by the teams playing, as well as the referee team** (*main Referees and Assistant Referee*), which shall take place at the centre of the rink, facing the area reserved for official bodies (*whether or not any are present*), with the visiting team, or the team considered as such, always aligned on the right of the Referees and the home team, or so considered, aligned on the opposite side. The games for the finals for the World, Continental, or Inter-Continental Championships may include the national anthems of the national selections playing.



- (3) **Salute and handshake between the players of the two teams – as well as the possible exchange of pennants, if this has not already taken place** – which shall occur near the Official Table, with the teams facing each other and the Referees being placed between them.



7.4 BEGINNING OF EACH HALF-TIME OR PERIOD OF THE GAME

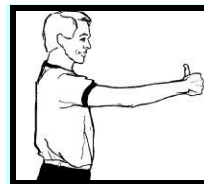
Immediately prior to the beginning of each half-time or period of the game, the two referees should ensure that all the conditions to begin the match have been met, also confirming that no player is using equipment that is not allowed according to the applicable regulations.

To order the beginning of each period of the game – *including, should it be the case, extra-time* - the “**head of the referee team**” shall place himself opposite the Official Table, near the side board and in a central position. The other Referee shall place himself near the opposite board but close to the lower line of the penalty area of the team that is not taking the initial stroke, *diagonally from his colleague*.

Immediately prior to whistling to allow taking the opening stroke, the “**head of the referee team**” shall assure that both the other referee, as well as the Assistant Referee and the Timekeeper are prepared and attentive.

For this purpose, all intervening parties shall use a specific sign which is “*thumbs up*” to assure that they are ready to start or restart the match.

(see the figure on the side)





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The “head of the referee team” shall not whistle to order taking the initial stroke until he is completely sure that everything is in order, guaranteeing that all the players on the rink – *and other participants* – are duly prepared to start or restart the game.

After whistling for the opening stroke, the “head of the referee team” should maintain his relative position next to the side board and near the dividing line of each half-rink, while the other Referee is positioned diagonally, near the opposite board, to follow the game in the half-rink of the team that does not have possession of the ball.

8. REFEREEING MECHANICS – COORDINATION OF THE ACTIONS OF THE TWO REFEREES

The management of the games by two referees is meant, basically, to enable the Referees more efficient control and intervention in order to assure compliance with the Rules of the Game. The coordination between the two Referees that make up the team assumes great relevance in their performance, requiring – *to enable effective control of all the plays* – not only a correct movement and placement on the rink but also an appropriate distribution of their duties.

In terms of their intervention in regulating the game, namely insofar as to decisions on fouls and violations, there is no difference between the “head of the referee team” and the other main Referee. Younger or less experienced Referees have the same authority to make decisions as do their more veteran colleagues.

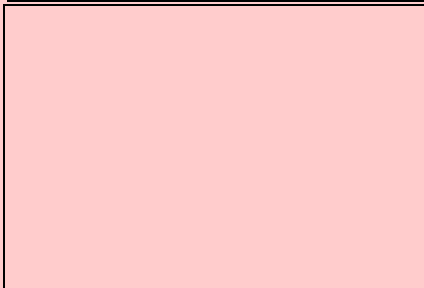
What is (*truly*) crucial is that there be effective cooperation between Referees and good team work, enabling each of them to assume his responsibilities, leaving a positive “mark” on the game’s control.

The eyes of the two Referees should be constantly moving, observing the entire rink and always knowing where the ten players are placed and where the ball is being played. **Thus, our recommendation is that:**

**“GO WHEREVER YOU HAVE TO GO ...
... TO SEE WHATEVER YOU HAVE TO SEE”**

However, knowing where the ball is, is not the same thing as looking at it. Therefore, movements and positions on the rink – *while the game is being played* – should always be close to the side board, to avoid interfering in the players’ action and in the evolution of the game. We recommend, however, not adopting any incorrect ways of following the game, as shown in the following picture:

INCORRECT WAY TO FOLLOW A GAME



8.1 REFEREEING TECHNIQUES OF THE TWO REFEREES – SANCTIONING FOULS

Correctly following the game requires that each Referee of the two-man team pay attention to the signs used by his colleague, particularly insofar as applying the advantage rule. Each Referee should maintain permanent visual contact with his colleague, to avoid that they each make different decisions. **Should both whistle almost at the same time to signal a foul, we recommend that:**

- Each of the Referees avoid moving immediately, paying attention to his colleague in order to detect if he is thinking of adopting a different decision from his own
- The normal criteria in these situations shall be to let the initiative and responsibility of the decision be assumed by the Referee that is closest to the location where the action which determined the interruption occurred.
- Should they seriously disagree, the other Referee can always request a “conference” of opinions with his colleague that enables confirming or correcting the initial decision.



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Neither Referees should sanction as an “attack foul” a legal blocking or “curtain” action that a defending player tries to avoid, making physical contact with the “blocker”, but theatrically throwing himself on the ground. Besides this – *and except for anti-sports actions* – sanctions should only be provided to foul contact that has a direct effect on the game. Thus, irrelevant fouls should be ignored, applying the “advantage rule” namely when a player is preparing to shoot into the opponent’s goal cage.

Current refereeing requires that the two-Referee team constantly cooperate with each other throughout the game, sharing, dividing, and exchanging their responsibilities, duties and positions when following the game, complying with the detailed procedures in the next points, keeping the following **basic concepts** in mind:

- a) **“Front” Referee:** the referee who, while following the game, has to control the actions taking place closer to the area of the goal cage that the team of the player in possession of the ball is trying to “attack”;
- b) **“Back” Referee:** the referee who, while following the game, has to control the actions taking place in the area farthest from the area of the goal cage that the team of the player in possession of the ball is trying to “attack”.

8.2 FOLLOWING THE GAME AS “FRONT” REFEREE – MECHANICS OF ACTION

The “Front Referee” acts, in normal circumstances, “facing the game”, occupying a position near the side board and observing the **game actions of the team “with the ball”** and which tries to attack the opponent’s goal cage, that is,



The “Front Referee” has to be in constant movement, always trying to maintain as wide an angle of view as possible to enable:

- a) Properly scoping out the players and controlling the goal line of the goal cage under attack;
- b) Ensuring a privileged position to decide on physical contact;
- c) Maintaining visual contact with the other Referee

When possession of the ball is recovered by the defending team, the “front referee” should immediately signal the possession time of the ball (*ten second maximum*) that that team has to drive the ball to their attacking zone, **thus, determining the transition from “front referee” to “back referee”**.

With regards to the “Front Referee”, the main **principles of their mechanics of actions** are as follow:

- a) Move whenever the ball is moved
- b) Scope out all players, that is, maintain them in their field of view
- c) Seek out spaces between the players
- d) Obtain the best possible angle of view, relative to the goal line of the goal cage under attack

8.3 FOLLOWING THE GAME AS “BACK” REFEREE – MECHANICS OF ACTION

The “Back Referee” acts in normal circumstances, “behind the game”, occupying a position next to the side board, near the dividing line of each half-rink. He controls the **game actions “without the ball”** and provides special attention to the actions between the players. The “Back” Referee determines who is responsible for possible contact, namely insofar as blocking and unblocking, and distinguishes legal actions from those which, because they are illegal, must be sanctioned.





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The “**Back Referee**” also has to be in constant movement, always trying to conserve a good angle of view and constantly moving to better cover the rink and help his colleague make decisions.

When there is a **change in the team controlling the ball, requiring the transition of the “Back Referee” to “Front Referee”**, there shouldn't be any “distractions” relative to the ball's position but control of the players' actions and movements should not stop.

Relative to the “**Back Referee**”, the main **principles of his mechanics of actions** are as follow:

- Move whenever the ball is driven in another direction
- Scope out all players, that is, maintain them in his field of view
- Seek out spaces between the players
- Obtain the best possible angle of view, for good coordination with his referee team colleague.

8.4 EXCHANGE IN DUTIES BETWEEN THE REFEREES FOLLOWING THE GAME

Whenever there is a change in the team controlling the ball – *changing, therefore, the direction of the game* - both Referees will exchange their attributions and positions relative to the rink, moving, however, parallel to the board where they already were.



Periodically – *if possible, in each five minute period of the game* – the two Referees should **exchange their responsibilities** relative to following the game, that is:

- If one of the Referees was acting as “Front Referee” relative to the attacking actions of team A, **he should start doing so for team B** (*and vice-versa when he is acting as “back referee”*)
- If the other Referee was acting as “Back Referee” relative to the defending actions of team A, he shall begin to do so for team B (*and vice-versa when he is acting as “front referee”*)

Only in exceptional situations should the Referees exchange the side board where they move around; this will be agreed at the time, while the game is taking place.

To best cover the rink, the two Referees should try to obtain the best possible position to judge the actions of the game, **using as guideline the refereeing mechanics set forth in this Manual.**

9. TIMING THE GAME – BEGINNING AND END OF EACH PERIOD

Procedures reporting to the regulations in Article 9 of the Technical Rules (Timekeeping)

The game shall always begin and end with the Referee's whistle. The timekeeper's sound signal is merely indicative. The timing of the game starts or restarts when one of the Referees whistles to start or restart the game or when, in an indirect free hit, the ball is played by the player shooting it. Whenever the Referees whistle to interrupt the game, the timing of the game is interrupted, stopping the timers.

When the Official Table signals the end of each time period, either of the Referees may immediately whistle to end it; both Referees can do so simultaneously. When, due to a mistake by the timekeeper or the Referees, a period of the game is deemed as having ended prior to completing the regulatory time, the Referees will order that the game be restarted - *calling, if necessary, the teams back onto the rink* – as long as this takes place prior to a maximum of five minutes, counting as of when the period in question was deemed finished.

In international competitions, the timing of the game falls under the responsibility of a Time Keeper which is always designated by the entity organizing the game.



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If there is none or he is absent – *due to expulsion or abandonment of his duties* – it is the Assistant Referee's responsibility to set up a specific agreement between the playing teams' Delegates, **in order to assure the Timekeeper's duties through** a:

- a) Specialized worker
- b) Delegate from the home team (or team considered as such)
- c) Delegate from the visiting team (or team considered as such)

Should an agreement not be reached, the Delegate of the home team (*or of the team considered as such*) must always assume the responsibility for exercising the Timekeeper's duties. Should he refuse, the head of the referee team shall not allow the game to take place, reporting these events in his Confidential Referee Report which he shall prepare on the game in question.

10. SIGNALS AND PROCEDURES

It is very important that the Referees be very clear and precise on the manner how they exercise their duties, conveying their decisions clearly to all those directly implicated in the game, as well as to the spectators.

Thus, the following procedures are recommended:

- Only the Signals defined in **Article 14 of the Technical Rules** should be used by the Referees
- The whistle sound should be strong and dry. When signalling fouls or violations, the whistle should be heard once, but clearly.
- Actions speak louder than words. The Referees should only talk when it is absolutely necessary.
- Signals should be clear and concise, in order to help understand and follow the referee's decision. However, exaggeratedly vigorous and/or spectacular gestures should not be made.
- All the signals to the Official Table should be made at eye level so that they are unequivocally understood by the Assistant Referee. The latter shall, in turn, confirm – **by signalling with his "thumb pointing up"** – that he understood the signal made by the Referee in question.
- The signal counting the seconds (ball possession time in the defensive zone, shooting direct free hits or penalties), should always be very visible and transparent.

The quality of the signalling improves the Referee's image, conveying – *both to the public, as well as other game participants* – a message that there is an effective control and knowledge of the work being carried out, which is rigorous and serene. That is, that the Referee trusts what he is doing.

11. SIGNALLING FOULS AND EXERCISING DISCIPLINARY ACTION – CONFERENCE OF OPINIONS

11.1 SIGNALLING FOULS AND OFFENCES

Whenever deemed necessary – *given his assessment of the play being analysed and independent of the rink area on which he is moving* – **either of the Referees should signal any fouls and infractions of the Rules of the Game**, interrupting the game and, if it be the case, exercising the appropriate disciplinary action.

In specific situations of the game – *namely if the advantage rule is not applicable* – one of the Referees can signal a foul that was committed in an area of the rink that is closer to his colleague's position.

In these situations – illustrated with two concrete examples – these procedures should be followed:

- (1) If the Referee that controlled the area where the ball was being played does not see a defending player commit the foul inside his penalty area, the other Referee should immediately whistle and signal the penalty, running towards the respective mark and providing the appropriate signal. Afterwards, and if it be the case, he shall exercise the appropriate disciplinary action, signalling the respective sign to the Official Table.
- (2) If the player executing an indirect free hit – *signalled between the half-rink line and the opposing team's penalty area* – requests placing the adversaries at the regulatory distance, the Referee that is in that area of the rink is in charge of controlling the offending team's goal line, **and the other Referee is in charge of assuring the execution of the foul**, after guaranteeing compliance with the regulatory conditions that had been requested.



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11.2 EXERCISING DISCIPLINARY ACTION – SHOWING CARDS

Rink-hockey is, by its very nature, a game that implies a lot of contact and that is potentially dangerous since it involves balance on skates and using a stick to drive the ball. The stick many times constitutes an instrument that when used improperly, may cause serious injury. Consequently, one of the referee team's most important duties is to rigorously control and sanction disciplinary infractions committed by any representatives of the two teams, both inside, as well as outside the rink.

The Referees guarantee practicing sports that defends sports ethics and truth, repressing all types of aggressive or violent game, as well as all acts of indiscipline or contesting of their decisions, be they by the Players, Coaches, Directors, or other game participants.

Thus, Referees should use – *from the first to the last minute of the game* – rigorous and uniform disciplinary criteria, not allowing themselves to be intimidated by any type of pressure, being intolerant to continuous protests and theatrical attitudes in disagreement with their decisions.

When showing a card, the Referee in charge of this action should be careful to “isolate” the player to be sanctioned, placing himself in front of that player, approximately 1 meter away (*if the offender is sitting on the reserve bench he should be required to stand*). Only then can the card be shown, calmly and serenely, using firm but not vigorous or hostile gestures. Thus, it should be very clear to all the intervening parties (*including the Assistant Referee*), as well as to the public, who the card was shown to and, consequently, the accessory penalties that this decision will bring to the offender's team.

A disciplinary card, whether blue or red, should never be shown with annoyance or embarrassment, without the Referee looking at the offender, or with the latter being at a distance or even with his back towards the Referee, in a clear sign of disrespect for his decision, a situation which, in and of itself, should never be allowed.

INCORRECT WAYS OF SHOWING A CARD



CORRECT WAYS OF SHOWING A CARD



When one of the Referees signals a foul, his team partner should not make any initiative to exercise any disciplinary action on the offender, an action which, should it occur, will be the responsibility of the actual Referee that signalled the foul.

In effect, all the actions related with showing cards – *including the indications to the Official Table and subsequent restarting of the game* – should be carried out by the Referee that signalled the foul, even when – *after a conference of opinions between the referee team* – the initial decision was corrected.

Each of the Referees should write down the cards shown – *both by him, as well as by the other Referee* – and the game should only be restarted after the Referee that exercises the disciplinary action ensures that his indications were duly noted, both by the Official Table, as well as by the other main Referee.

During the break and when time-outs are granted, the two Referees should proceed to a conference as to the cards showed and noted, so that any doubts that may arise as to disciplinary action exercised by the referee team can be duly and easily clarified.



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11.3 CONFERENCE OF OPINIONS

Any of the Referees making up the referee team may request – *whenever deemed convenient* – a conference of opinions with his colleague – *in order to increase a penalty (and not the opposite)* – to change a decision he had made, namely, and for example:

- Correcting a simple interruption of the game that was ordered by his colleague to exercise disciplinary action, exhibiting the corresponding card to the offender(s)
- Increasing the technical and/or disciplinary action already exercised by his colleague (correcting an indirect free hit to a direct free hit or correcting the showing of a blue card to a red card)

Whenever the Referees believe it necessary to carry out a conference of their opinions or criteria – *whether relative to any situations that occurred in the game, as well as to the possible correction of a decision made by one of the Referees* – the necessary care and precautions should be taken to insure that the exchange of opinions between the Referees is carried out in a reserved manner, in a part of the rink that enables them to be isolated relative to the other parties that intervene in the game.

The final decision on the subjects object of a conference with the other Referee **fall upon the “head of the referee team”**. If, as a result of the conference of opinions between the Referees, **it is necessary to correct a decision that had already been made by one of them, it is this referee that will be responsible – before the public and the other parties intervening in the game – for correcting the decision.**

12. END OF THE GAME AND SUBSEQUENT PROCEDURES

Right after the whistle indicating the end of the game – *and unless the circumstances otherwise recommend (*)* – the main Referees should position themselves near the Official Table until all the players have left the rink.

(*) Note: *Should there be danger of an incident, it is important that the two-referee team leave the rink together as quickly as possible, going directly to the locker rooms.*

Meanwhile, the Assistant Referee should complete the Game Sheet, signing it and assuring that it is also signed by the game's Timekeeper, and, afterwards, by the captains of each team. However, whenever a technical protest has been presented on the rink by the Captain of one of the teams, the Game Sheet will only be signed by the two Captains in the Referee locker room.



Only after all the remaining intervening parties in the game leave the rink should the referee team – *as a whole (main Referees and Assistant Referee)* – return to their locker room. Independent of how the game went, the Referees should always avoid any type of dialogue, discussion or confrontation of ideas with the Coaches, Delegates, Players or any other members of either team, both while the game is taking place, as well as when it ends or during the break. Besides this, we wholeheartedly recommend that no Referee enter into a conversation with the spectators – *whether or not object of potential insults or threats* – nor assume any other type of gestures or looks that may indicate displeasure or censure.

In all circumstances, the referee team should always show good manners and serenity, thus, demonstrating that it acknowledges the work carried out and that it always works best as a team.

Once they have reached their locker rooms, the Assistant Referee should present the Game Sheet in question to the main Referees for conference and signing. The head of the referee team shall mention in the Game Sheet if is going to (or not) attach a Confidential Referee Report relative to any events taking place during the game.

Finally and when it be the case, the Referees should receive – *10 minutes after the end of the game and in their locker rooms* – both the Captains and one of the Delegates from either team, to formalize a technical protest that was presented on the rink by the captain of one of the teams.

13. REFEREE STATEMENTS TO THE MEDIA

Rink-Hockey Referees may make statements to the media before and after matches but should never comment on any incidences in the game that – *because they are a matter of their Report* – cannot be commented nor released publicly due to their confidentiality.

PRESS

RADIO

TELEVISION



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14. SUMMARY AND CONCLUSION OF PART I OF THIS MANUAL – GENERAL RECOMMENDATIONS

It is important to understand that the Players, Coaches, and Referees are not members of various parts in conflict, but instead crucial elements that maintain rink-hockey alive. They should, therefore, all effectively contribute towards the development and progress of rink-hockey, helping - through their work and competence - to expand the implantation of this sport in the public's tastes and preferences.

Relative to the referee team, it is its responsibility to assure that the games always occur in conformity with the Regulations and Rules of this sport. However - *and because the Referees are constantly asked to make quick decisions* – it is inevitable that, at times, some decisions will be controversial or even wrong.

Human activities demand human judgments and no Referee can claim “infallibility” or absolute “perfection”. For that reason, no one has the monopoly on the truth, whether it be a Manager, Coach, Player or Referee.

In rink-hockey, as in any other sport, the Referees should always have as their goal to be the “neutral” members of the game. They should always remain very observant and maintain rigorous control of all events, demonstrating great competence and firmness in their decisions, never letting themselves be influenced by pressures that may be exercised over them, either by the team representatives or by the public.

Therefore, it is crucial that all Referees concentrate while on the rink. Referees should take advantage of time-outs to somewhat relax and rest, because concentration lowers when fatigue sets in ... which can happen when the game is close to the last phases; these are, many times, precisely those periods which place most refereeing problems, particularly when there are very balanced results.

Physical and psychological preparation assumes, therefore and more and more, an important role in refereeing, when it is necessary “to be in the right place, at the right time” so that decisions are made correctly. This is particularly demanding in rink-hockey, requiring the Referees to be moving constantly and quickly in order to always be in the most appropriate position on the rink to observe and judge the different situations of the game.

But it is as important that all Referees understand the need to adopt the refereeing mechanics suggested in this Manual, which can greatly help them in their future actions on the rink, when establishing a common base of preparation on an international level. Thus, it is important to summarize some of the most important recommendations that are expressed throughout the first part of the Rink-Hockey Refereeing Manual, namely, that:

- (1) **Dialogue between the referee team prior to the game is crucial.** Each Referee should know his area of responsibility on the rink, avoiding that both Referees observe the ball and the players around them at the same time.
- (2) **Each Referee should know how to referee the game at a distance from the ball, when that is his main responsibility.** In case they both whistle, each Referee should establish visual contact with his partner prior to signalling a decision. It is important to remember that the Referee closest to the play has the main responsibility of judgment. The Referee that is farthest should avoid the temptation to make decisions when he is 10 or more meters away from a play.
- (3) **It is important to try to identify the fouls that “deserve” to be sanctioned and, above all, to know how to apply the “advantage rule”.** Thus, the Referees should only whistle to sanction infractions and fouls that have a direct effect on the game, ignoring minor contact, although not enabling excessive use of the hands: if a simple touch does not constitute a foul, on the other hand, the freedom of movements of a player seeking a more favourable position should not be allowed to be restricted or affected.
- (4) **The Referee should make his criteria for action clear from the onset of the game, since this will make it easier to control.** A game that is tough and excessively repressive should be duly repressed and sanctioned so that the players know how to adapt to the game they are allowed to develop.
- (5) **Neither Referee should stop moving on the rink, adjusting his position in conformity with the ball, namely when the game comes towards him.** The best possible position should always be sought, as should the widest angle of view between the attacking and defending players, always ensuring that he knows where the ball is.



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- (6) **The Referees should be very rigorous in the signalling that they use, complying with that set forth in the Technical Rules, assuring effective communication with the Assistant Referee which controls the Official Table.** It is important to avoid the errors or confusion in the information issued on the rink to the Table and from the latter to the rink, namely insofar as to the indications of the numbers of the players disciplinarily sanctioned, as well as relative to the signalling of direct free hits as a result of the accumulation of team fouls.
- (7) **No Referee should allow team Players, Coaches or Delegates to become the centre of attention, with theatrical gestures and continuous protests.** Referees should not allow themselves to be intimidated, nor tolerate this type of behaviour, immediately sanctioning this by showing a blue card, as well as the associated penalties.



- (8) **Both the main Referees, as well as the Assistant Referee have to make an effort to cooperate amongst themselves, working as a team to act efficiently, rigorously and competently directing rink-hockey games.** Therefore, they should not hesitate in promoting, whenever necessary, a conference of opinions when there are doubts or possible differences in analysing or interpreting a game play.
- (9) The referee team always enters the rink together and should leave together, except in exceptional circumstances that otherwise require.

In conclusion:

Rink-hockey is a sport practiced at high speed that provides many situations of physical contact. It is a game charged with emotion, where tempers can easily flare, making situations of some conflict possible, especially if the result is very balanced.

Refereeing isn't an easy task, namely when the rhythm of the game is very intense. It is, thus, difficult to control or even see everything that is going on. Therefore, good Referees try to follow the game at a distance from the ball, although – *obviously* – there is always the tendency to get more involved in the more spectacular technical plays and actions.



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One of a Referee's greatest virtues is his consistency in terms of the criteria used, sanctioning identical game plays in the same way, independently of the moment of the game or other pressures that tend to impact him.

The best Referees exercise their authority sensibly, maintaining a smooth relationship with the Players and Coaches, knowing how to remain calm in their presence under more demanding circumstances. They possess a good understanding of the game and are good observers, being intelligent people in excellent physical condition.

Rink-hockey is a passionate game, of dedication and commitment, requiring that the Referees feel the "pulsating" of the game and not be mere spectator of the facts and situations that occur. It is necessary to know how to love and enjoy this sport, contributing towards its development and implantation worldwide.

And for this, all of us - *Managers, Coaches, Technical Personnel, Players, and Referees* – have to learn to work and cooperate to reach this goal, always preserving sports ethics and, thus, continuing to fight for Rink-Hockey to obtain, in the future, its much-awaited recognition as an Olympic modality.





PART II

CLARIFICATION OF THE RULES OF THE GAME AND TECHNICAL RULES



INTRODUCTION TO PART II



Spain vs. Switzerland



Argentina vs. Italy



France vs. Portugal



Brazil vs. Angola



Mozambique vs. Andorra



Chile vs. Germany



England vs. Colombia



Holland vs. USA

The second part of this Manual shall provide the official clarifications and/or interpretations relative to the Official Rules of the Game and Technical Rules that were approved at CIRH's General Assembly, which took place on 8 October 2008, in Yuri-Honjo, Japan.

The clarifications and/or interpretations provided in this Manual prevail over any other interpretations which may possibly differ and that were previously set forth.

The new Rules are meant to provide a clear and easy understanding of how a rink-hockey game should be refereed, but are more relative to "principles" rather than to "concrete situations". For this reason, this part of the Refereeing Manual, shall provide a vast array of "examples" with the object of converting the "principles" into "practical concepts" or into "specific situations" that may occur during a rink-hockey game. It is based on the doubts and clarification requests that were *(or may be)* presented to us by the Referees themselves, as well as other agents of this Sport.

The variety and richness of the situations that may occur in rink-hockey games demand that this Manual be a "live" document and that it is updated as often as necessary to guarantee the necessary standardization.

We believe that the clarifications and interpretations of the various play issues or situations that are requested of us can serve to stimulate a better performance of the Referees. This Manual is meant to be a study complement and to provide more detailed knowledge of the Rules of the Game and Technical Rules to better regulate rink-hockey refereeing.



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RULES OF THE GAME – ARTICLE 5

Untying the game – Procedures to be considered

ISSUE/PLAY SITUATION

When signalling a penalty to untie a game (or after the end one of normal parts of the game has been signalled), the ball enters the goal cage but only after:

- (a) Hitting the goal cage beam or post(s)
- (b) Colliding with the goalkeeper
- (c) Colliding with the goalkeeper, after hitting the goal cage beam or post(s)
- (d) Colliding with the goalkeeper, after hitting the rink board

CLARIFICATION/INTERPRETATION

ANSWERS: In (a), (b), and (c) the goal is valid. In (d) the goal is invalid (*)

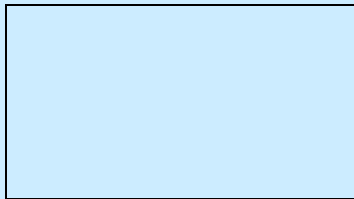
A goal obtained from a penalty and that **directly results** from a shot that was correctly made even though the ball only entered the goal cage after colliding with the goalkeeper and/or beam or posts is valid.

The penalty has to be a direct shot made while the ball is stationary and the Referees do not whistle but – *through specific signals* – count up to a maximum limit of 5 seconds, which is the maximum time granted to execute the penalty.

In these cases, there cannot be another charge after executing the penalty.

On the other hand, a goal obtained from a penalty to untie the game (or in normal time but after the game time has ended) that did not directly result from a shot made but instead by a “freakish” (and unusual) rebound on a board that enabled, after the ball passed the side of the goal cage, returning to the goal cage, entering it after colliding with the goalkeeper, cannot be validated.

(*) If this was a penalty executed during the normal game time, the goal would be valid





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RULES OF THE GAME – ARTICLE 8

Playing zones – Definition of Anti-play or passive play

ISSUE/PLAY SITUATION

After a first "warning", both teams continue to practice anti-play, so the Referees decide to interrupt the game again and call the 2 captains on the rink and order their suspension for 2 minutes. The maximum power-play time that each team will incur in shall be of ...

(a) 4 minutes

(b) 2 minutes

(c) No power-play for either team

CLARIFICATION/INTERPRETATION

ANSWER: *There is no power-play for either team, as mentioned in (c).*

In fact, when two players, one from each team, are suspended or expelled at the same time, power play will not be applied to either team as disciplinary action, taking into account that set forth in Article 9 of the Rules of the Game. However, the offenders must be substituted and must comply with the corresponding disciplinary sanction.

REFEREEING INSTRUCTIONS FOR PASSIVE PLAY

In order to standardize the criteria to be used by the referees, we recommend that the teams be "warned" not to practice Passive Play* in the following situations:

1. PASSIVE PLAY IN THE ATTACKING ZONE OF THE TEAM THAT CONTROLS THE BALL

- a) When a player emerges, isolated, in front of the opposing team's goalkeeper and does not attempt to attack the goal cage in order to score a goal.
- b) When one or more players benefits from the clear possibility of scoring a goal but does not attempt to do so, instead carrying out actions that lead towards not attacking the opponent's goal cage.
- c) When a team that has the highest score on the score board *, does not attempt to attack the opponent's goal cage **during a period of over 45 seconds**

2. PASSIVE PLAY IN THE DEFENDING ZONE OF THE TEAM THAT CONTROLS THE BALL

Whenever the team that controls the ball in its "Attacking Zone" does not make any attempt to attack the opponent's goal cage, driving or shooting the ball – **5 consecutive times** – towards its "Defending Zone", independent of the tactics being used.

*** Additional Note**

According to that set forth in the Rules of the Game, the practice of passive play should not be sanctioned in any of the following situations:

- When practiced by the team that, because it is in "power play", is playing with less players than the opposing team.
- When there is a very big difference in the number of goals scored relative to the other team.



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RULES OF THE GAME – ARTICLE 9

Power play – Definition and regulatory framework

ISSUE/PLAY SITUATION 1

A player was suspended for 2 minutes. His team's captain reacts to the expulsion and is also suspended for 2 minutes. The team is penalised with a maximum power-play of ...

(a) 4 minutes

(b) 2 minutes

CLARIFICATION/INTERPRETATION

ANSWER: *The power-play is of 2 minutes, as mentioned in (b).*

The penalty time for the team applied power play is always counted as of the moment when the sanctions occurred. Although there are 2 distinct sanctions, they were committed simultaneously so the maximum time of the power play is 2 minutes. However, if the penalised team suffers a goal, only one other player is allowed back in the rink (*). Only if, in the meanwhile, it suffers a 2nd goal prior to the end of the 2 minute power play can the penalised team have another player enter the rink (*).

(*) Note: *Suspended players can only get back in the game after integrally completing their 2 minute suspension penalty. That time must be served on the chairs placed next to the Official Table, on the same side as their Reserve Bench.*

ISSUE/PLAY SITUATION 2

A player was expelled and his team was applied a 4-minute power play, 1 minute of which has already elapsed. In the meanwhile, the Assistant Coach was also expelled for remarks made to one of the Referees. The team now has 3 players in the rink and the maximum additional power play time applied shall be ...

(a) 7 minutes

(b) 4 minutes

CLARIFICATION/INTERPRETATION

ANSWER: *The power-play is of 4 minutes, as mentioned in (b)*

The team is applied 3 minutes for the expelled player. During that period a player can only get back in the rink if the team suffers a goal. But, at the same time, **the team is applied an additional power-play of 4 minutes for the Assistant Coach's expulsion (*)** – which are counted as of the moment in which the expulsion occurred – also keeping in mind that:

- a) *During the first 3 minutes of this additional power play time, the penalised team shall play with 2 less players, unless, in the meanwhile, it suffers a goal (one player can get back in the rink) or 2 goals (another player can enter the rink).*
- b) *During the last minute of this additional power play time, the penalised team plays with 1 less player, unless, in the meanwhile, it suffers a goal (the offender can go back in the rink).*

Important Note

Players to whom a blue card was shown by the Referees – and only these – have to serve a suspended time period of 2 minutes sitting in the chairs that are placed next to the Official Table for that purpose.

Consequently, not just any player that is taken out of the rink – by mere technical decision - as a result of disciplinary action relative to the main Coach, Assistant coach or any other team representative, should sit in those chairs. In fact, that player – that was not personally sanctioned – should remain seated on his reserve bench, since he may re-enter the rink at any time to substitute a fellow player.



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RULES OF THE GAME – ARTICLE 10

Rink-Hockey Teams – Composition and regulatory framework

ISSUE/PLAY SITUATION

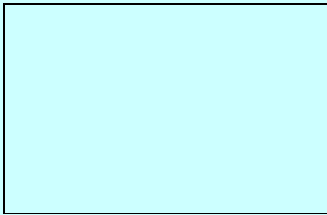
Some goalkeepers on Spanish teams normally use the number zero on their shirts. Given this situation, the referee team should proceed as follows ...

- (a)** *Not interfere with the situation, reporting the number used on the Game Sheet*
- (b)** *Not allow the goalkeeper to play in the game unless he changes the identification number on his shirt*

CLARIFICATION/INTERPRETATION

ANSWER: *Not allow the goalkeeper to play in the game as number zero, as mentioned in (b).*

The Referees are always responsible for requiring compliance with the Rules of the Game, with no exceptions.



Follonica, Itàlia - 2009



F.C.Barcelona, Espanha - 2007



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RULES OF THE GAME – ARTICLE 11

Reserve Bench – Team representatives at the game

ISSUE/PLAY SITUATION

One team only brings along one Delegate (and not the 2 allowed) and as his replacement, intends to register the second Assistant Coach (the first one registered was the Physical Preparator) on the Game Sheet.

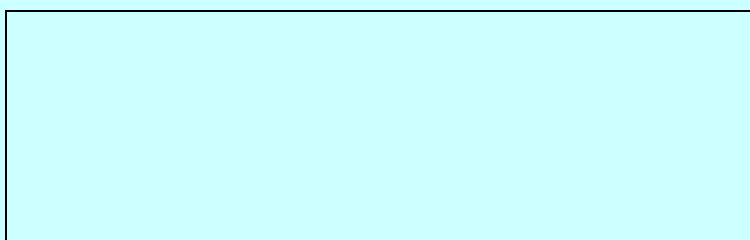
Given this situation, the referee team should proceed as follows ...

- (a) Accept the registration of the second Assistant Coach to replace the missing Delegate.*
- (b) Not allow the registration of the second Assistant Coach.*

CLARIFICATION/INTERPRETATION

ANSWER: *Not allow the registration of the second Assistant Coach, as mentioned in (b).*

Not just any 12 members are allowed to sit on the reserve bench. Only those that are specifically designated within the Rules of the Game are allowed to do so. Consequently, no "exchange" or "replacement" of duties or positions is allowed.





International Refereeing Manual for Rink-Hockey

Prepared by CERH's Technical Commission in cooperation with CIA/CIRH

RULES OF THE GAME – ARTICLE 12

The Goalkeeper's actions and intervention in the game

ISSUE/PLAY SITUATION 1

A goalkeeper leaves the goal cage, skating normally and, behind the goal cage, dominates the ball with his stick. However, he slips and falls, grasping the ball with one of his gloves to avoid that an opponent takes possession of it. The "Front" Referee interrupts the game and ...

- (a) *Suspends the offending goalkeeper for 2 minutes, signalling a direct free hit against his team, which is executed after the replacement of the offending goalkeeper, without his team being penalized with a power play*
- (b) *Suspends the offending goalkeeper for 2 minutes and signals a direct free hit against his team, which is taken after the replacement of the offending goalkeeper, with his team being penalised with a power play of up to 2 minutes.*

CLARIFICATION/INTERPRETATION

ANSWER: *The offending goalkeeper's team must be penalised with a power play of up to 2 minutes, as mentioned in (b).*

If the foul in question is committed by a player on the rink, there is no disciplinary sanction and his team is only penalised with a "team foul" and the signalling of an indirect free hit. Should the foul be committed by the goalkeeper, the Rules only require his suspension for 2 minutes, so – *as a result of this* – his team has to be penalized with the corresponding power play and with the signalling of a direct free hit.

ISSUE/PLAY SITUATION 2

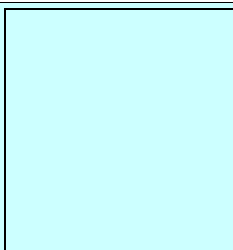
An attacking player appears, isolated, on the left side of the opposing team's goal cage but that team's goalkeeper meets him and is able to avoid the shot. However, this goalkeeper ends up on the floor and in his eagerness to recover his position in the goal cage ends up falling and dropping his stick, leaving the goal cage unprotected. In the meanwhile, the ball remains in the possession of another attacking player, who – instead of trying to score a goal in the goal cage left open by the goalkeeper – prefers to drive the ball against that same goalkeeper's body while the latter has still not recovered his stick. The "Front" Referee interrupts the game and ...

- (a) *Suspends the offending goalkeeper for 2 minutes, and signals a penalty against his team, which is executed after the offending goalkeeper is replaced, without penalising his team with a power play*
- (b) *Verbally warns the attacking player, signalling a team foul and restarting the game with an indirect free hit against this same team.*

CLARIFICATION/INTERPRETATION

ANSWER: *The attacking player should be signalled a team foul, as mentioned in (b).*

The attacking player is the one that broke the rules of the game, renouncing the chance to score a goal to try to be awarded a penalty against the opposing team and the suspension of the goalkeeper that defended the ball without his stick. But the latter did not "defend" it; he was far from his goal cage and did not reveal any intention to prevent the attacking player from driving the ball. **The Referee's decision would be different, however, if said goalkeeper had avoided, even if involuntarily, that a goal was scored in his goal cage when he didn't have his stick. In that case, the Referees would have to signal a penalty against the team of the goalkeeper that did not have his stick, although he would not be punished disciplinarily.**





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RULES OF THE GAME – ARTICLE 13

Starting and restarting the game – Initial Stroke

ISSUE/PLAY SITUATION

The player taking the initial stroke hits the ball in the direction of one of his team-mates placed within his team's defensive zone. For the ball to be driven into the attacking zone, this team has a maximum of ...

(a) 5 seconds

(b) 10 seconds

CLARIFICATION/INTERPRETATION

ANSWER: 5 seconds, as mentioned in (a).

In this case, since the player that took the initial stroke placed the ball in his defensive zone, the head of the referee team (*that whistled for this move*), should immediately begin signalling the counting of the possession of the ball in the defensive zone, and the team in question has five seconds to drive the ball into its attacking zone.

Whenever the team that has possession of the ball drives it back to its defensive zone, it only has a maximum of 5 seconds to redirect it to the attacking zone.

A team is only allowed a maximum of 10 seconds to redirect the ball from its defensive zone to its attacking zone when it recovers the ball which was until then in the possession of the opposing team.





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RULES OF THE GAME – ARTICLE 14

Time-out

ISSUE/PLAY SITUATION

A player is apparently seriously injured and the referee team decides to interrupt the game, indicating that the Doctor and/or Physiotherapist should enter the rink to assist him. In the meanwhile, the Delegate of the injured player's team asks for a time-out, which should be requested ...

- (a) **prior to** removing the player being assisted from the rink*
- (b) **after** removing the player being assisted from the rink and replacing him.*

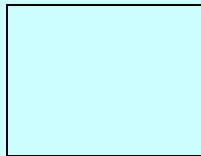
CLARIFICATION/INTERPRETATION

ANSWER: *In (a) and (b) the referee team should not grant time-out.*

No time-out should be granted when requested after the game has already been interrupted by the Referees, whatever the reason for that interruption.

If the game was interrupted for a player to be assisted, he shall necessarily be replaced and the game will restarted after an indirect free hit in favour of the team that possessed the ball when the game was interrupted.

The time-out in question shall, therefore, be granted when the first interruption occurs after the game restarts.





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RULES OF THE GAME – ARTICLE 16

Playing the ball

ISSUE/PLAY SITUATION

A player in possession of the ball in the central circle of the rink loses the back wheels on his skates, trips and loses the ball to an opponent, who isolates himself and prepares to shoot. However, the player without the skates is able to disarm him with the stick, still outside his penalty area. Consequently, the Referees interrupt the game and require the player without the skates to leave the rink, then restarting the game as follows ...

- (a) Signalling a "team foul" and an **indirect free hit** against the offending player's team*
- (b) Only signalling a **direct free hit** against the offending player's team*

CLARIFICATION/INTERPRETATION

ANSWER: *The game shall restart with a direct free hit, as mentioned in (b).*

When a player whose equipment is not in proper working condition intervenes in the game, the Referees should interrupt the game to require that he leave the rink, restarting the game as follows:

- a) Signalling a "team foul" and an indirect free hit, if the offence was not meant to avoid the opponent isolating himself or any other situation that might lead to scoring a goal;
- b) Order a penalty shot or direct free hit – *whether the foul was committed or not within the offending team's penalty area* – if the offence avoided the opponent from isolating himself or any other situation that might lead to scoring a goal. In this case – *and as stipulated in point 2 of Article 24 of the Rules* – a "team foul" shall not be called since a direct free hit was signalled.



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RULES OF THE GAME – ARTICLE 17

Scoring and validating a goal

ISSUE/PLAY SITUATION 1

An attacking player appears from behind the opposite goal cage and bending in near a post, lifts the ball, which – without rising above 1.50 meters – is hit by the player, lifting the stick above the shoulder (but without striking any opponent). A goal is scored as a result of this shot, so the Referees decide ...

- (a) *To validate the goal, considering the actions of the attacking player perfectly normal*
- (b) *Not to validate the goal because they consider the actions of the attacking player faulty.*

CLARIFICATION/INTERPRETATION

ANSWER: *The Referees should validate the goal, as mentioned in (a).*

A goal is considered valid when – *without the ball rising above the allowed 1.5 meters* – a player takes a shot raising the stick above his shoulder but without hitting one of his opponents.

It is recommended that to ascertain the height of the ball when it rises, the Referees use as reference the height of the goal cage's upper bar – 1.050 meters in the lower part and 1.125 meters on the upper part – favouring, when in doubt, the decision to validate the goals that are scored as a result of these types of actions.



ISSUE/PLAY SITUATION 3

In a decisive game for the Final European Club Championship, the game ran into extra-time, with a goal being scored by the home team at around 1 minute from the end, determining the trophy winner. The rink was immediately invaded by members from the bench and by the public connected to the winning team, celebrating the victory. Given this fact, the Referees should proceed as follows ...

- (a) *Demand that an opening stroke be taken, requiring that the teams remain on the rink until the members that do not belong in the game are removed*
- (b) *Immediately terminate the game, whistling loudly twice and excusing the teams from taking the opening stroke.*

CLARIFICATION/INTERPRETATION

ANSWER: *The Referees should consider the game over, as mentioned in (b).*

In this case – *as well as in identical situations* – the Referees should use good judgement so the most advisable decision – **and which is recommended** – is to **consider the game immediately over**, without requiring the “formal” act of validating the goal. That is, excusing the teams from taking the opening stroke. **There is no need to interfere or postpone victory “celebrations” which benefit the sports show ...and favour and protect the Referees themselves.**





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RULES OF THE GAME – ARTICLE 18

Blocking and Obstruction – Definitions and regulatory framework

ISSUE/PLAY SITUATION

An attacking player stops behind a defending player, about 1.0 meter away, a situation observed by the "Back" Referee, who ...

- (a) Whistles to interrupt the game, signalling a team foul against the attacking player for illegal blocking, restarting the game with an indirect free hit against the offender's team.*
- (b) Decides not to intervene since there is was no foul committed by the attacking player since he stopped more than 50 centimetres away from the defending player.*

CLARIFICATION/INTERPRETATION

ANSWER: *The Referee should not intervene because this was a legal block, as mentioned in (b).*

Article 18 of the Rules alludes explicitly to the fact that the "blocker" must safeguard a minimum distance of 50 cm for his block to be legal. The Referees should, therefore, act using intuition and good sense, differentiating between faulty and "punishable" actions – *such as obstruction and illegal blocking* – related with intentional violations and an attacking player's tactical actions, which are perfectly legal and make the game competitive.



International Refereeing Manual for Rink-Hockey

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RULES OF THE GAME – ARTICLE 19

Other specific plays

ISSUE/PLAY SITUATION 1

A player is on the ground and seems to have injured his knee, and the game is interrupted by the Referees. The latter authorize the Doctor and/or Physiotherapist to enter the rink to provide assistance. However, this assistance ends up not being needed because the player in question recovers and waives it. Thus, the Referees decide ...

- (a)** To await that the Doctor and/or Physiotherapist leave the rink – **accepting that the player in question remain on the rink because he was not effectively given assistance** – and restart the game immediately with an indirect free hit in favour of the team that held the ball when the game was interrupted.
- (b)** To await that the Doctor and/or Physiotherapist leave the rink, requiring that the player in question be replaced, only then restarting the game with an indirect free hit in favour of the team that held the ball when the game was interrupted.

CLARIFICATION/INTERPRETATION

ANSWER: **When the Doctor and/or Physiotherapist enters the rink, the player in question has to be replaced, as mentioned in (b).**

If a player is injured or appears to be injured, and once the Referees have authorized the Doctor and/or Physiotherapist to enter the rink to assist him, **the player is considered to have received treatment**, even if its assistance is not provided because the player in question ends up waiving treatment.



ISSUE/PLAY SITUATION 2

A player is seriously injured and – by indication of the Doctor and/or Physiotherapist – cannot be removed from the rink by the usual means, needing specialized medical assistance that is foreseen to take around 25 minutes. Given this situation, the Referees should ...

- (a)** Await the arrival of the specialized assistance, waiting the time necessary and restarting the game after the injured player is removed from the rink and is replaced by a team-mate.
- (b)** Await the arrival of the specialized assistance for 15 minutes, at the end of which – and if the injured player has still not been removed from the rink – the game should be deemed over, reporting the facts on the Game Sheet.

CLARIFICATION/INTERPRETATION

ANSWER: **When an injured player requires special care, the Referees should await the time necessary for his removal from the rink, restarting the game after he has been removed and replaced, as mentioned in (a).**

The conditions for removing an injured player from the rink are determined by the Doctor and/or Physiotherapist and the Referees shall not interfere with this decision, only restarting the game after removal and replacement of the injured player.

**International Refereeing Manual for Rink-Hockey**

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RULES OF THE GAME – ARTICLE 22**Fouls committed outside the rink – Definition, scope, and penalty****ISSUE/PLAY SITUATION1**

A Referee shows a player a blue card, suspending him for 2 minutes, with his team then playing with one less player on the rink ("power-play"). When he was ready to order a direct free hit against the offender's team, the 1st Delegate from that same team reacted to his decision, raising up his arms and protesting openly. Given this situation, the same Referee goes over to the bench where the mentioned Delegate is, and decides

- (a)** To show him a red card, expelling him and requiring his team to remove another player (3 players, including the goalkeeper will remain on the rink). Afterwards, he signals 2 direct free hits against the offenders' team
- (b)** To show him a red card, expelling him and requiring his team to remove another player (3 players, including the goalkeeper will remain on the rink). Afterwards, he orders only one direct free hit, which had already been signalled.

CLARIFICATION/INTERPRETATION

ANSWER: He should only signal 1 direct free hit against the offenders' team, as mentioned in (b). With the game stopped, as was the case when the Delegate's protests occurred, the offender and his team should be disciplinary punished ("power-play with the removal of another player). Technically there is no added sanction, so only one direct free hit, relative to the 1st infraction, is signalled.

ISSUE/PLAY SITUATION2

A player on the Reserve Bench reacts to a referee decision and shows incorrect behaviour on the Bench, uttering offensive words towards the Referee that is closest to him and whose back is towards him. Given this situation, the Referee immediately interrupts the game and

- (a)** Goes over to the reserve bench and shows a blue card to the main Coach, since he was not able to identify which substitute player had spoken.
- (b)** Goes over to the Assistant Referee to try to find out if the latter was able to identify the offender. After confirming this information, the main Referee shows a blue card to the player identified by the Assistant Referee.

CLARIFICATION/INTERPRETATION

ANSWER: When the main Referee is not able to identify the offender on the reserve bench, he should always go to the Assistant Referee first, as mentioned in (b).

When a similar situation occurs, the main Referees should confer with the Assistant Referee to see if he was able to identify the offender or not. Only afterwards should they show a blue card to the Main Coach, because it was not possible to identify the offender, whether he be a player or another representative on the team's Reserve Bench.

ISSUE/PLAY SITUATION 3

A Delegate from one of the teams reacts badly to a referee's decision and behaves improperly on the Bench, so the Assistant Referee decides to intervene, asking the Delegate in question to stop his behaviour. However, the latter reacts poorly to this warning and offends the Assistant Referee. Given the persistence of this improper behaviour, the Assistant Referee decides to

- (a)** Use the table's sound signal to immediately interrupt the game and call the main Referees, informing them of the occurrence in question so that the offending Delegate is shown a red card.
- (b)** Await the natural interruption of the game, then using the table's sound signal to call the main Referees and then inform them of the event in question, so that the offending Delegate is shown a red card.

CLARIFICATION/INTERPRETATION

ANSWER: Only the main Referees can interrupt the game, so the Assistant Referee should always follow the procedures indicated in (b).

When there are occurrences of disciplinary nature, the Assistant Referee should only inform the main Referees who are responsible for exercising the appropriate disciplinary action, using both their own observations and the information conveyed by the Assistant Referee as reference. Also noteworthy is that – **following the intervention mentioned in (b)** – the Main Referees should assure the offending Delegate's team is applied the corresponding power play, **without applying any additional technical sanction** since the game must be restarted taking into account the reason that determined its interruption.

RULES OF THE GAME – ARTICLE 23**Technical Fouls – Definition, scope, and penalty****ISSUE/PLAY SITUATION**

A goalkeeper is able to defend a dangerous shot for his goal cage, but the ball jumps up in front of him and an attacking player is ready to take a new shot at the goal cage. However, the goalkeeper is able to avoid this, intentionally throwing himself on top of the ball, leading the "Front" Referee to whistle to signal ...



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- (a)** A penalty against the goalkeeper's team, although not applying a disciplinary penalty.
- (b)** A face-off from one of the lower corners of the goalkeeper in question's penalty area.

CLARIFICATION/INTERPRETATION

ANSWER: A penalty should be signalled against the offending goalkeeper's team, as mentioned in (a).

In this case, no disciplinary penalty applies but a penalty will be signalled against the team of the goalkeeper that committed the technical foul, inside his penalty area. The Referees should pay close attention to these types of situations because most times, goalkeepers play an active and voluntary role in stopping the ball from being played. They should, thus, be technically sanctioned in accordance with the foul practice and the location where it took place.





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RULES OF THE GAME – ARTICLE 24

Minor Fouls / Team Fouls – Definition, scope, and penalty

ISSUE/PLAY SITUATION

A defending player slips and falls on the ground while the ball was being played in his penalty area. Becoming aware of this fact, an attacking player shoots the ball against the fallen player purposefully, without the latter avoiding, even involuntarily, the scoring of a goal in his goal cage. The Referees immediately whistle to interrupt the game and then ...

- (a) Signal a penalty against the defending player's team, without disciplinarily punishing this player.*
- (b) Verbally warn the attacking player, signalling a team foul for his team and restarting the game with an indirect free hit against that same team.*

CLARIFICATION/INTERPRETATION

ANSWER: *The attacking player should be signalled a team foul, as mentioned in (b).*

The attacking player broke the rules of the game, trying to fool the Referees by pretending that his opponent had committed a foul inside the latter's penalty area. However, it so happens that the defending player did not take any action to play the ball on the floor so he should not be punished for an act which, in reality, was the attacking player's responsibility.

It Referees' decision would, however, be different if the defending player's fallen body had avoided, even if involuntarily, that a goal be scored in his goal cage. In this situation, the Referees would have to signal a penalty against the defending player's team, although not applying him any disciplinarily penalty.





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RULES OF THE GAME – ARTICLE 25

Serious Fouls / Blue Card Fouls – Definition, scope, and penalty

ISSUE/PLAY SITUATION 1

A defending player intercepts a play and, still in his half-rink, begins his counter-attack, controlling the ball. However, he is violently knocked down because one of his skates gets involuntarily hooked on the stick of his opponent that had lost control of the ball. One of the Referees will immediately whistle to interrupt the game and then ...

- (a) Signal a team foul and an indirect free hit against the offender's team, without disciplinarily punishing the player since the hooking was involuntary.
- (b) Show the offender a blue card, suspending him for 2 minutes and ordering a direct free hit against his team.

CLARIFICATION/INTERPRETATION

ANSWER: A blue card should be shown to the offender, as mentioned in (b).

Hooking is one of the most dangerous fouls in rink-hockey and it is time for all Referees to understand that it is not their responsibility to assess whether or not this was done "intentionally" by the offender. Hooking occurred, so – as is clearly set forth in the Rules – a blue card must be shown to the player who caused it.



Blue Card

ISSUE/PLAY SITUATION 2

A defending player intercepts a play and, still in his half-rink, begins his counter-attack, controlling the ball near the side board, but is hit in the arm by an opponent's stick when he was trying to stop him from moving further in the rink. One of the referees immediately whistles to interrupt the game and – should it be the case, after authorizing the Doctor and/or Physiotherapist to enter the rink to provide the player assistance – decides to ...

- (a) Show the offender a blue card, suspending him for 2 minutes and signalling a direct free hit against his team
- (b) Signalling a team foul and an indirect free hit against the offender's team, without disciplinarily punishing this player because he doesn't consider the foul intentional.

CLARIFICATION/INTERPRETATION

ANSWER: Show the offender a blue card, as mentioned in (a).

In rink-hockey, plays are made at ground level and not at the level of an opponent's torso, arms, hands or legs. These are frequent fouls which are not being properly punished by the Referees. The latter must contribute towards ending violence by harshly sanctioning these types of fouls, whether intentional or not. The blue card is the "minimum" admissible, but if the foul is violent a red card should be shown.

If there are doubts as to whether a foul was committed, a conference of opinions between the Referees is recommended. If both Referees believe that the "complaining" player is pretending, he should be verbally warned by the Referees and a team foul should be signalled for the corresponding indirect free hit.

The important recommendation here – as expressed and specifically mentioned in Article 21 of the Rules - is that "striking or hooking" an opponent with the stick is particularly violent and dangerous behaviour which the Referees must harshly punish both technically, as well as disciplinarily.



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RULES OF THE GAME – ARTICLE 26

Major Fouls / Red Card Fouls – Definition, scope, and penalty

ISSUE/PLAY SITUATION

In a situation in which the ball was being disputed in the opposing team's penalty area, a player on the rink strikes an opponent (who is also on the rink). The "Back" Referee immediately whistles and shows the aggressor a red card, expelling him. Afterwards, he orders the game to restart, signalling ...

(a) A penalty, considering the ball's position when the attack took place.

(b) A direct free hit, considering the place where the attack occurred.

CLARIFICATION/INTERPRETATION

ANSWER: *A direct free hit should be signalled, as mentioned in (b).*

When someone is attacked – *whether it be an opponent, Referee, team member or third parties that are not part of the game (including animals)* – the place considered is not the place where the ball was being played but instead the place where the attack took place. When attacks occur from the "inside" towards the "outside" of the rink, a direct free hit should always be signalled.



Red Card