

OFFICIAL REGULATIONS
RULES OF THE GAME
TECHNICAL REGULATIONS
REFEREE RULES

Roller Hockey Technical Commission



* The application of these Regulations enters into force upon its approval by the Executive Bureau of World Skate

RULES OF THE GAME

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CHAPTER ONE - ABOUT THE GAME

ARTICLE 1 (The game of roller hockey)

1. The game of roller hockey is played on a smooth, flat and rectangular surface, and between two teams.
2. The matches are played on indoor or outdoor rinks, with different weather conditions, day or night, with natural or artificial light.
3. Players use skates with four wheels placed parallel along two transverse axes; and try to score a goal in the goal of the opposing team only using the stick.
4. One or two main referees are responsible for enforcing the rules of the game. An auxiliary referee controls the timing of the game. All officials who are appointed run the official game table, which is located on the outside of the rink, in a central position and next to the barrier.

ARTICLE 2 (Structure of teams)

1. A team is composed of ten (10) players and seven (7) technical representatives, with:
 - a. Eight (8) rink players and two (2) goalkeepers.
 - b. Two (2) official team delegates.
 - c. One (1) head coach.
 - d. One (1) assistant trainer or fitness trainer.
 - e. One (1) doctor.
 - f. One (1) massage therapist or nurse or physical therapist.
 - g. One (1) mechanic.
2. Under normal conditions on the rink each team has one (1) goalkeeper and four (4) rink players.
3. A roller hockey match can only be started when each team is represented by at least:
 - a. Two (2) goalkeepers, one starter and one substitute.
 - b. Three (3) rink players.
 - c. One (1) official team delegate.
 - d. One (1) head coach.
 - e. If a head coach or delegate is missing, the match may still be started, but the main referees must write this in the observations of the match report.

4. In international competitions between nations that are played on successive days, each participating National Federation can register a total of twelve (12) players, three (3) of them goalkeepers, although only ten (10) players can be registered in the match report.
5. The registration of a player acting as a coach in any international competition is not permitted.
6. Where one of the representatives referred to in items "b" to "g" of item 1 is unable to be entered in the report, another representative who is not registered in the same capacity shall not be permitted to appear on the bench.
7. All of the players must be identified using different numbers, between one (1) and ninety-nine (99). The number must be shown on the back of the shirt, and must be visible and legible. It can optionally be shown on the shorts.
8. Any team can introduce additional representatives who had not started the match, so long as they are registered in the official match report.
9. Only two (2) of the representatives on the bench of each team, including the head coach, can remain standing. The rest of the members remain seated.
10. With the exception of substitute players, the other team representatives must wear identification during a match.

ARTICLE 3 (Playing time)

1. In the U-15 category, the playing time is thirty (30) minutes, divided into two periods of fifteen (15) minutes.
2. In the U-17 category, the playing time is forty (40) minutes, divided into two periods of twenty (20) minutes. In competitions under the jurisdiction of a Continental Area, or an affiliated Federation, a playing time of thirty (30) minutes may be used for the female U-17 category, divided into two periods of fifteen (15) minutes.
3. In the U-19, U-23 and senior category the 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 of an affiliated Federation, a playing time of forty (40) minutes may be used 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 zones)

1. A half way line divides the rink into two zones of play for each team, defensive and attacking.
2. Defensive zone. Time of possession of the ball and corresponding control.
 - a. When a team takes possession of the ball in its defensive zone, it has ten (10) seconds to get it into its attacking zone. The counting of this time begins when the player controls or has the possibility to control the ball.
 - b. The team can return the ball to their defensive zone, they then have five (5) seconds to return the ball to their attacking zone. The counting of this time begins when the ball crosses the half way line.
3. Attacking area. Time of possession of the ball and corresponding control.
 - a. The teams have a maximum time of forty-five (45) seconds of play to finish their attacks, with the aim of scoring a goal. This time will be controlled by electronic displays. If these are not available, the main referees must count the time.
 - b. The time of possession is only reset when:
 - 1) The team that had possession is given a direct free hit or a penalty.
 - 2) The ball touches one of the posts or crossbar of the opponent's goal or is touched by the goalkeeper.
 - 3) Possession clearly changes to the other team.
 - 4) After executing a faceoff.

CHAPTER II - SPECIFIC SITUATIONS

Article 5 (Starting and restarting)

1. The game begins with the whistle of the main referee, and ends with the sound signal of the timekeeper. In the event that there is no sound signal or it is damaged, it will be the auxiliary referee who signals, and failing that, the main referees.
2. At the start of each period of the match and after a goal is scored, the ball is positioned at the centre of the centre circle. The game begins with a pass once the referee blows the whistle.
3. The visiting team starts the first period of the match or extra time. The home team starts the second period of the match or extra time.
4. The team that was scored on restarts the match from the centre circle, except for:
 - a. If the goal was obtained at the end of any period of the match.
 - b. The goals obtained in the penalty shootout of the tiebreaker of a match.
5. In the execution of the centre pass all players remain in their half of the rink and only two of the players on the team making the pass can remain within the central circle.
6. After the whistle of the main referees the ball is in play, and the opposing players can get it.
7. In the execution of the centre pass the ball can be sent to the opposing half of the rink or kept in their own half. The team then has five seconds to move it into the attacking zone.
8. If the player in charge of the execution of 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 touching any other player, it will not be valid. The match will be resumed with an indirect free hit from one of the lower corners of the penalty area of the team that was scored on.

ARTICLE 6 (Playing the ball)

1. The start or restart of the match can only be done by using the flat parts of the stick. The rest of the game the ball can be played with the stick, skate or legs.
2. Goalkeepers or players can shoot at the opponent's goal with the edge of the stick, if they are in the penalty area.

3. The ball cannot be raised or played when more than 1.50 metres high, except for the goalkeeper when he is in their goal area.
4. When the ball becomes defective, it is substituted and play resumes with an indirect free hit in favour of the team that had possession of the ball.
5. The ball is in play:
 - a. When 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 it is accidentally raised to more than 1.50 metres, either because it hits the goal or barriers, by the goalkeeper's defence, or as a result of a bounce between two sticks.
 - d. When the ball accidentally touches the main referees. But if that touch causes a change of possession of the ball, the game will be stopped immediately, returning possession of the ball to the team that held it before the contact.
6. The ball is out of play when:
 - a. It leaves the rink or is held between the barrier and the safety net. In this situation, the match is stopped by the main referees, who then restart the match with their whistle and:
 - 1) Execute an indirect free against the offending team, when the referees know who caused the ball to leave the rink.
 - 2) Execute a faceoff, when the referees do not know who caused the ball to leave the rink.
 - b. It is caught in the goalkeeper's protective padding or anywhere against the goal. In these situations, the main referees will stop the match, restarting it with a faceoff taken from whichever lowest corner of the penalty area is closest.
 - c. It touches the roof (roof, net, lights, beams, baskets, etc.). The main referees will stop the match and restart it with a faceoff in the centre of the rink.

Article 7 (Obtaining and validating a goal)

1. It is a valid goal whenever the ball completely crosses the goal line when the ball is in play. The goal line is located between the posts and below the crossbar. The ball can't be thrown and can't be moved or directed with the foot or any part of the body of an attacking player.
2. A goal is valid if it is the result of:
 - a. A shot made from anywhere on the rink.
 - b. The execution of a faceoff without having been touched or played by any other player, even when the ball enters directly into the goal
 - c. A shot by a player towards their own goal either with the stick or as a result, accidental or not, of a deflection of the ball anywhere on their body or a deflection on their own skates. Or if a player or a goalkeeper deliberately and intentionally puts the ball in their own goal.
 - d. A goalkeeper hitting the ball and the ball directly going into the opposing goal.

- e. As a result of the ball rising to more than 1.50 metres high, after hitting one of the posts or crossbar of the goal, or against the barrier, and when falling enters the goal.
3. A goal is not valid if it is the result of:
- a. Any deflection, on the skates or any part of the body of a player of the attacking team.
 - 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 touched the goal or being played by another player.
 - c. Purposefully hitting the ball over the top of the goal either to make a shot or a pass.
 - d. In any of the situations described in the previous points, the game restarts with the execution of an indirect free hit against the offending team from any of the lower corners of the penalty area in question.
 - e. An external element interfering with the game and entering the rink without proper reason. The game is restarted with a faceoff that takes place from any of the lower corners of the relevant penalty area.
4. In the event that a goal is scored at the same time that the official game table indicates the end of a period, the main referees will validate it, without it being necessary to make the centre pass from the central circle, immediately signalling the end of the period.

ARTICLE 8 (Substitutions)

1. You can perform as many as you want. The players of each team enter and leave the rink through the gate next to their bench.
2. General rules.
 - a. Player and/or goalkeeper substitutions can be made with the match in progress or with the match stopped. 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 placement of the players for the execution of a direct free hit or a penalty.
 - c. Goalkeepers may be replaced by a rink player at any time during the match.
 - d. The re-entry of any goalkeeper or player who is assisted on the rink can only occur after the match is restarted by the main referees.
3. Mandatory substitutions.
 - a. Player or goalkeeper who receives on-rink assistance, as long as a substitute is available.
 - b. When the goalkeeper who is on the rink has a malfunction with their skates or equipment. If the match is stopped and you get the permission of the main referees you can go to your bench to clean your helmet and / or fix your equipment. During a timeout or when a player is being assisted on the rink, it is not necessary to obtain permission from the main referees to go to the bench.

- c. When the goalkeeper who is on rink goes to their bench without the prior authorization of the main referees.
4. If the defending goalkeeper or the player who takes a penalty or direct free hit receives a verbal warning, they cannot be substituted, and have to continue, unless they are injured.
5. Specific rules on the replacement of a goalkeeper.
 - a. Goalkeepers can be substituted under the same conditions as the other players, and their team may choose to request to be granted thirty (30) seconds to make the substitution, once the game is stopped.
 - b. When the substitution of the goalkeeper is mandatory and there is no substitute goalkeeper available, three (3) minutes are granted for a rink player to make the substitution, putting on the helmet, pads and other protective equipment of the goalkeepers.
 - c. If the substituted goalkeeper refuses to give up their protective equipment to the player or goalkeeper who is going to replace them, the main referees must ask for the help of the team delegates and / or the captain on the rink, so that the problem is quickly solved. If this is not successful, 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 by accident, the main referees will authorize them to jump the barrier to rejoin the game.
7. Irregular substitution:
 - a. A substitute player enters before the rink player leaves the rink.
 - b. A player jumps the barrier to enter the playing rink.
 - c. When a player or goalkeeper who was temporarily or permanently excluded from the match or, who is not previously registered in the match record, enters the rink.
 - d. The match will restart with a direct free hit against the offending player's team if it takes place when the game is active.
8. A team can never have six (6) or more players on the rink, except for timeouts, and none of the technical representatives can enter.

ARTICLE 9 (Time outs)

1. The teams can request two timeouts of one minute in each half of the match. The game can't restart until the end of the minute.
2. If the timeout is requested when the game is active, it is taken at the next stoppage. It can also be taken when the match is stopped, provided that the restart of the game must be done by the whistle of the main referee.

3. During the extra time of a match no timeouts are granted.
4. Timeouts are requested from the auxiliary referee, either by the delegate or their head coach.
5. Once requested, the auxiliary referee places a specific sign on the official table on the side of the requesting team. At the moment when the match is stopped, they warn the main referees, by using a sound signal, that a timeout has been requested. Once a team requests a timeout, it must be taken.
6. The timeout starts after the main referee's signal. If there are injured players, the referees must signal after the assistance has finished and the injured players have left the rink.
7. During the timeout, the players meet next to their bench, being able to make the substitutions.
8. The main referees will go to the middle of the rink, controlling the players and other members of the bench. They will keep the ball in their possession.
9. When there are 15 seconds left to end the timeout, the auxiliary referee will make an audible warning. It will do the same when the timeout is over.
10. The restart of the game is done by means of a whistle.
11. If a team is late in returning to the rink and delays the restart of the game once the notice of the end of the timeout has sounded, the main referees will give a verbal warning to the coach of the team in question. If they have been expelled, to the second coach, delegate, or captain.

ARTICLE 10 (Passive and anti-play)

1. A team practices passive play when one of the following situations occurs:
 - a. One or more players have a clear goal scoring situation and avoids scoring it.
 - b. A team maintains possession of the ball for more than 45 seconds.
2. When a team engages in passive play, the main referees must sanction the team immediately.
3. The main referees cannot give any exception, even when the team is playing in inferiority.
4. When a team has five (5) seconds left of the 45 second possession, the main referees have to show a warning. This signal is made according to the following:

- a. One of the main referees, preferably the one closest to the ball, makes the signal, raising their arms to warn the attacking team that they have five (5) seconds to conclude their attack.
 - b. When there is no electronic display, the other main referee starts the count of the five (5) seconds.
 - c. If that main referee does not immediately start counting, the same referee who makes the warning will count.
 - 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 following:
 - 1) If the ball is in the "defensive zone" and outside the penalty area of the offending team, the indirect free hit is executed in the same place as the ball at the time of interruption.
 - 2) If the ball is in the "defensive zone" and inside the penalty area of the offending team, the indirect free hit is executed in one of the upper corners of the penalty area of the offending team.
 - 3) If the ball is behind the goal of the offending team, the indirect free hit is taken on 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, the indirect free hit can be executed without it being necessary to strictly respect the exact place where the foul is committed.
5. Anti-play is when the team that has possession of the ball does not want to attack the opponent's goal to score a goal and the other team shows no intention to gain possession of the ball.
6. When the two teams incur in anti-play, the main referees must intervene to restore a competitive spirit in the match, acting as follows:
- a. The main referees will stop the game and gather in the centre of the rink with the two captains or their substitutes, to warn them to stop the anti-play, then ordering the restart of play with a faceoff in the place that the ball was at the time of the stoppage.
 - b. If both teams continue with the anti-play practice, the main referees will immediately stop the game and punish the two captains, or their substitutes, with a blue card. The match will be restarted with a faceoff in the place where the ball was before the stoppage.
 - c. If both teams still continue anti-play, the main referees will immediately end the game, writing in detail in the match report the events that occurred.
 - d. If the main referees do not intervene to correct such unsportsmanlike behaviour, it is up to the member of the International Committee present at the official game table to intervene immediately, using the next stoppage of the match to call the main referees to the game table and demand that they comply with the provisions of the previous points of this article.

ARTICLE 11 (Minimum number of players)

1. If in the course of a match and as a result of injuries or sanctions, a team can only put three (3) rink players or two (2) rink players and one (1) goalkeeper on the rink, the main referees will end the match, indicating in the official match report why.
 - a. If it is due to injuries, the organising entity may allow the match to be replayed, totally or partially, taking into account the time at which the match ended.
 - b. If it is due to expulsions, the main referees will note in the official match report a "lack of appearance" by the offending team.
 - c. If the situation has been caused by the unjustified abandonment of some players, the main referees will note in the official match report the "abandonment of the match" by the offending team.
2. As it constitutes a very serious violation of sports ethics, no team, which has players available, can play with four (4) players or three (3) rink players and one (1) goalkeeper. When this situation occurs, the main referees will immediately stop the match, applying the corresponding sanction.

ARTICLE 12 (Placement and intervention of goalkeepers)

1. The goalkeeper, like the rest of the players, plays on their skates. Although it is allowed that they can keep one knee resting on the ground, except when defending against a penalty or a direct free hit.
2. In the attempt to defend a shot or stop a goal, they can kneel, sit, lie or crawl and are able to stop the ball with any part of their body, even when in temporary contact with the rink. But they must always have possession of their stick.
3. If they drop any component of their protective equipment (helmet, gloves and / or shin pads) they can still defend a shot on their goal. Once the action is over, the main referees will stop the game so that they can retrieve their protective equipment.
4. The goalkeeper cannot use their specific protective equipment when outside of the penalty area.

ARTICLE 13 (Faceoff)

1. The match restarts with a faceoff when stopped by the main referees, provided that:
 - a. Without having signalled a foul, the team that was in possession of the ball at the time of the stoppage is unknown.

- b. Two fouls of identical severity are committed at the same time by a player of each team, except in the event that one of the teams is sanctioned with a direct free hit for the accumulation of team fouls.
2. For the execution of the faceoff, one (1) player from each team is placed in front of each other, with their back to 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) metres from the place of execution.
3. The place of execution of a faceoff is determined based on where the ball is at the time of stoppage, except in the situations detailed below:
 - a. In case the ball is retained in the goalkeeper's shin pads or on the exterior of the goal, it is executed in any of the lower corners of the penalty area.
 - b. In case the ball touches the ceiling of the rink it is taken in the centre circle.
 - c. In the case of stoppages made when the ball is inside the penalty area or between the extension of the goal line and the back barrier, it is executed in the lower corner of the penalty area closest to the place where the ball is at the time of the stoppage.
4. After the whistle of the referees any player can play the ball.

ARTICLE 14 (Injuries of players on rink)

1. If a goalkeeper or player is injured and needs assistance on the rink, the main referees must stop the game immediately, authorizing the entry onto the rink of the doctor and / or masseur to provide the necessary assistance, even in the event that they were expelled from the match.
2. When an injured player is being helped, the rest of the players can gather next to their substitute bench.
3. Whenever a player or goalkeeper has received assistance on the rink, they will be replaced, except in the case of not having players available. They are able to participate in the game again 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 are all infractions committed on the rink that are related to the breach of rules such as:
 - a. Staying still with the ball in possession and with your back to the rink, in any of the corners of the rink or behind a goal.
 - b. Immobilize or keep the ball immobilized between the barrier and the skates or between the barrier and the stick.
 - c. Making an incorrect execution of a direct free hit or a penalty.
 - d. Raising the ball above the allowed height, except in the case of the goalkeeper.
 - e. A player taking an indirect free hit touching the ball 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 faceoff move the ball before the referee's whistle.
 - g. Exceeding the time allowed for possession of the ball in your defensive zone.
 - h. Placing the ball on the top or back of one of the goals or in any of the nets around the rink.
 - i. Stopping a goal by intercepting the ball with any part of the body when the player is within the goalkeeper's protection area.
 - j. Grasping, catching or playing the ball with the hand, arms or any other upper body part by a rink player; and grabbing or catching the ball with the hand by the goalkeeper.
 - k. The goalkeeper intentionally laying on top of the ball or holding it between the legs so that it cannot be played.
 - l. Throwing the ball off the rink.
 - m. Shouting or whistling to deceive the opponent who is in possession of the ball.
 - n. Raise the stick above the shoulders when this gesture endangers opponents or a player of their own team.
 - o. Playing the ball with the edge of the stick, except the goalkeeper or when shooting inside the opponent's penalty area.
 - p. Entering the protection zone of the opposing goalkeeper, without having possession of the ball.
 - q. Playing the ball when leaning or holding on to a goal, except for the goalkeeper when they are in their penalty area.
 - r. Playing the ball when you have your hands or any other part of your body touching the ground, except for the goalkeeper when they are in their goal area.
 - s. Goalkeeper who is outside their penalty area plays the ball with their stick, when any body part is touching the rink; or if the ball touches their protective pads.
 - t. Goalkeeper who is inside their penalty area, and not on their skates, plays the ball that is outside the penalty area with their stick.

ARTICLE 16 (Verbal warnings)

1. Infractions that force the main referees to make a public warning to the player or team representative that commits it.
2. The referees will write down all verbal warnings made during a match, and they will also be noted in the official match report.
3. Verbal warnings are as follows:
 - a. Simulating an injury.
 - b. Jumping the barrier without prior authorization from the main referees, either with the game active or stopped.
 - c. Doctor and/or masseur who enters the rink to assist a player or goalkeeper without the authorization of the main referees.
 - d. Goalkeeper who, without the authorization of the main referees, goes to the substitutes' bench. During a time-out or when a player is being given on-court assistance, it is not necessary to obtain the permission of the main officials.
 - e. Players or goalkeepers who are prepared for the execution of a penalty or a direct free hit and who, without the authorization of the main referees, go to their bench or any other place on the rink.
 - f. A player who intentionally plays the ball without a stick.
 - g. Player who, while with broken skates (e.g., lost or blocked wheel, skate separated from the boot, etc.) plays the ball intentionally.
 - h. Goalkeeper who plays or defends the ball without wearing all their protective equipment (helmet, chest pad, two gloves and two goalkeepers' shin pads); or when they take part in the game and their equipment does not meet the regulatory conditions.
 - i. Player who chooses to direct the ball towards the body or equipment of the goalkeeper who has temporarily lost their stick or the body of a rival player who was fallen on the rink, with no intention of scoring a goal.
 - j. Coach, player or other representative of the team who disagrees with a referee decision, without using swear words or insults.
 - k. Coach who deliberately delays the return of players to restart the game after a timeout.
 - l. During the execution of a direct free hit or penalty, a player who moves in the direction of the ball before the referee whistles to restart the game.
 - m. Goalkeeper who is in defence of their goal during a direct free hit or penalty, and moves before the referee whistles or is blowing their whistle.
 - n. Player who executes the direct free hit or penalty without the referee having whistled to start the execution.
 - o. Goalkeeper who leaves their protection area before the direct free hit or penalty taker touches the ball.

ARTICLE 17 (Team fouls)

1. They are minor infractions. They can be committed with the match active or stopped.
2. They must be registered by the auxiliary referee, upon indication of the main referees. This register will be constantly updated, moving from each period to the next.
3. With the match stopped, they are only for:
 - a. Failure to respect the regulatory distance in the execution of an indirect free hit;
 - b. Intentionally moving or retaining the ball, delaying the execution of the indirect free hit against their team.
4. With the match active, they are for:
 - a. Contact fouls without using violence and without serious physical consequences, such as grabbing or pushing an opponent, hitting their stick repeatedly and with intensity, or hitting them in the shin pads.
 - b. Goalkeeper who, with the ball in the area behind their penalty area, hits the stick, the skates or the shin pads of the opposing player without causing them to fall down.
 - c. Carrying out an illegal block. This is when the blocking player causes some physical contact with an opposing defender. When the blocking player assumes an aggressive position, placing their stick above the height of the skates, getting additional space or intimidating the blocked player or when the blocking player is in motion and does not respect the distance of fifty (50) centimetres from the blocked player.
 - d. Intentionally obstructing an opponent where a player intentionally causes physical contact with an opponent. For example, impeding the path of an opponent, or preventing them from participating in a play that is in progress. Holding an opponent against the barrier, preventing them from playing the ball. Grabbing or leaning on the goal, or on the top of the rink barrier, with the aim of preventing the movement of an opponent.
 - e. Verbal warnings, the first time a player is sanctioned, a corresponding team foul must be recorded:
 - 1) Player or goalkeeper who simulates an injury or who pretends to have been fouled by an opponent.
 - 2) Player who, being in possession of the ball inside the area of the rival team, chooses to direct the ball towards the body or the equipment of the goalkeeper who has temporarily lost their stick; or the body of a rival player who was fallen on the rink.
 - 3) Player who, being without a stick, plays the ball intentionally.
 - 4) Player who, while with broken skates (e.g., lost or blocked wheel, skate separated from the boot, etc.) plays the ball intentionally.

- 5) Goalkeeper who plays or defends the ball without wearing all their protective equipment (helmet, chest pad, two gloves and two goalkeepers' shin pads).

ARTICLE 18 (Serious misconduct)

1. They are the infractions that force the main referees to show a blue card, to the offender, such as:
 - a. Insubordination, insults, offenses, as well as fouls committed by players and other representatives that endanger the physical integrity of another, forcing them to receive medical assistance or temporarily preventing them from continuing to participate in the game.
 - b. Showing disagreement with a decision of the main referees and / or the members of the official game table, through words, gestures, etc.
 - c. Aggressively targeting an opponent, referees, teammate, or spectators.
 - d. Intentionally moving the goals from their position.
 - e. Grabbing, pushing or carrying an opponent in a dangerous manner, including clashes against the barriers of the playing rink, causing the opponent to be knocked down.
 - f. Without using violence, hit an opponent outside the areas protected by the shin pads (body, hands, arms, legs or knees).
 - g. Causing an opponent to fall using the stick, foot or leg.
 - h. Hook with the stick the skate of an opposing player, even if it was an accident and the opposing player is not knocked down.
 - i. Hooking or hitting the stick of an opponent preventing them from shooting at the goal.
 - j. Perform an irregular substitution. Player or goalkeeper who enters the rink before the other player leaves it; or jumps the barrier to enter the rink.
 - k. A goalkeeper throwing the stick, mask or glove when trying to make a save.
 - l. Goalkeeper who is outside their penalty area intentionally plays the ball with their gloves or pads.
 - m. Goalkeeper who, with the ball in the area behind their penalty area, hits an opposing player with their stick on the skates or the protective shin pads causing them to fall down.
 - n. Player, goalkeeper or coach who repeats a verbal warning.
 - o. Second warning that is made to captains or substitutes when their teams are using anti-play.
 - p. **Throw the stick, helmet, shin pads or any object in the direction of the ball or against the main referees, opponents or teammates, without impacting them or the ball.**

ARTICLE 19 (Very serious offences)

1. They are the infractions that oblige the main referees to show a red card to the offender, such as:

- a. Very serious acts of indiscipline, as well as violent actions that may endanger the physical integrity of anyone.
- b. Threaten, insult, or make obscene gestures to players, team representatives, referees, members of the official game table, spectators, both with the game stopped or with the game active.
- c. Assault or attempt to assault players, team representatives, referees, members of the official game table, spectators, both with the game stopped or with the game active.
- d. Respond 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 game table, including spectators.
- f. Maintain an incorrect behaviour, protesting or demonstrating public disagreement to a decision of the main referees, of the members of the official game table, when a temporary sanction is being served.
- g. Skating into an opponent with force and knocking them down.
- h. Hitting, using violence, an opponent outside the areas protected by the shin pads (body, hands, arms, legs or knees).
- i. **Throw the stick, mask, shin pads or any object in the direction of the ball or against the main referees, opponents or teammates, making contact with the ball or them.**
- j. Provoke the public with gestures or expressions of an offensive nature.
- k. Interfering directly in a game action from the bench, either of the opposing team, or of their own team.
- l. Player or goalkeeper who is temporarily suspended, or who is not registered in the match record, who improperly enters the rink. When this infraction occurs, a red card must also be shown to the coach and in their absence to the assistant coach, in their absence to the delegate and in their absence, to the captain.
- m. Player who fails to remain in the expelled chair serving a temporary suspension.
- n. Intentionally scoring a goal in their own goal. When this infraction occurs, a red card must also be shown to the coach and in their absence to the assistant coach, in their absence to the delegate and in their absence, to the captain Make a substitution after authorizing the execution of a direct free hit or a penalty, regardless of whether these have been started or not. When this infraction occurs, a red card must also be shown to the coach and in their absence to the assistant coach, in their absence to the delegate and in their absence, to the captain.
- o. Goalkeeper who, with the ball in the area behind their penalty area, hits an opposing player with their stick, attacking him, in an unprotected area.
- p. Members of the bench, except substitute players and head coach, who receive a second verbal warning.
- q. Voluntarily play with **four (4) players or three (3) players and one (1) goalkeeper** having players available. When this infraction occurs, a red card must be shown to the coach and in their absence to the assistant coach, in their absence to the delegate and in their absence, to the captain.

CHAPTER IV - PENALTIES

ARTICLE 20 (General questions)

1. All fouls and infractions that are included in these rules of the game 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 scoring 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 one metre and fifty centimetres as a result of a **deflection**, the place where the action began is considered as the place of the fault, so the place where the stick impacted with the ball and not in the place that exceeded that height.
3. When the defending team benefits from an indirect free hit in any part of its defensive zone, its execution may be carried out immediately, provided that the ball is completely stopped. It is not necessary to move the ball to where the foul took place, or to one of the corners of the penalty area.
4. When the match is active, a player from each team is responsible at the same time for infractions of the same severity, the restart of the match will occur according to the following procedures:
 - a. The execution of a faceoff when none of the teams had to be sanctioned with the execution of a direct free hit or a penalty; or when both of the teams was sanctioned with a direct free hit, the team fouls will be cancelled.
 - b. The execution of a direct free hit, when both teams have been sanctioned with a team foul and only one of them has to execute a direct free hit, if the other team has reached the accumulation number needed.
5. When the match is active, a player from each team is responsible at the same time for infractions of different severity, the restart of the match will occur according to the level of severity of each of the infractions (technical foul, verbal warning, blue card or red card).

Examples:

 - a. The player of the "A" team is sanctioned with a red card and a player of the "B" team is sanctioned with a blue card. The restart of the match is done with the execution of a direct free in favour of the "B" team.
 - b. The player of the "A" team is sanctioned with a blue card and the player of the "B" team is sanctioned with a team foul that adds up to the tenth. implying that their team has to be technically sanctioned with a direct free hit. In this case, the restart of the match is done with the execution of a direct free hit in favour of the "B" team, and the team foul against them will be cancelled.
 - c. When the match is stopped, after one or more members of a team have been sanctioned with a blue and / or red card, new infractions are made by the representative (s) of the

same team, which may be the same as those who 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 shall be issued; If you are a repeat offender punishable by a verbal warning, the main referees will show you a blue card.
 - 2) If a serious infraction occurs, the referees will show a blue card.
 - 3) If a very serious infringement occurs, the referees will show a red card.
6. When fouls occur consisting of the throwing of the stick, equipment or helmet, the main referees must act as follows:
- a. If the object that is thrown to the rink hits the ball, player or referees, a red card is shown to the player who performs this action.
 - b. If the item that is thrown to the rink of play does not impact the ball, player or referees, a blue card is shown to the player who performs this action.
 - c. In both cases, and in the event that the member who throws the object cannot be identified, the main referees will show a blue card to the coach; If they have already been sent off, a red card will be shown to one of the team delegates, and in their absence, a blue card will be shown to the captain on the rink.
7. If substitute players or other representatives of the team commit any infraction while on the substitutes' 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 show them a blue or red card, depending on the seriousness of the foul.
 - b. If the offender is any other representative of the team and is identified by the main referees, they will show them a red card, according to the seriousness 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 they have already been sent off, a red card will be shown to one of the team delegates, 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, with no other disciplinary consequences for the offenders.
2. When a foul is committed, by a defender inside their penalty area, it is sanctioned with the execution of a penalty. Except for when the ball rises above 1.50 metres in height as a result of a movement of the stick of 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.

3. It is sanctioned with an indirect free hit against the team of the offender, except when the advantage rule is applied.

ARTICLE 22 (Verbal warnings)

1. When an offender is given a second 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.

ARTICLE 23 (Team fouls)

1. Team fouls given when play is active are sanctioned with the execution of an indirect free hit in favour of the opposing team. Except when the team foul stops a clear goal scoring opportunity, in which case a direct free hit is awarded instead. If the team foul is committed within the penalty area of the offending team, a penalty is awarded instead.
2. Each time a team foul is committed, the main referees will indicate it to the auxiliary referee by means of the corresponding sign, who will record it.
3. When a team accumulates ten (10) team fouls, it is sanctioned with a direct free hit, a sanction that will be repeated each time the same team accumulates five (5) additional team fouls.
4. When a team accumulates nine (9) team fouls in the first cycle of the game, or when it accumulates four (4) additional team fouls in subsequent cycles, the auxiliary referee will place a sign on the official game table to indicate that the next team foul, will involve awarding 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 whistle.
6. If a team foul is indicated that involves the execution of a direct free hit and, at the same time, the official game table indicates the conclusion of any of the periods of the match, the direct free hit will be made by a direct shot at the goal, without the possibility of subsequent shots.
7. Team fouls given with the game is stopped will still be awarded a direct free hit if it is the tenth, fifteenth, etc.

ARTICLE 24 (Serious misconduct)

1. Sanction to the offender.
 - a. Whenever a player or goalkeeper commits a foul classified as serious, the main referees will show them a blue card, they will be temporarily suspended from the game for a period of two (2) minutes.
 - b. If the infraction is committed by the head coach, the main referees must show them a blue card, but they will not temporarily be suspended.
 - c. If the offender is any other representative of the team, the main referees must show them a red card, expelling them from the match and forcing them to leave the substitutes' bench.
 - d. Whenever a card is shown to the coach or any other representative of the team, they must remove a player from the rink without that player being temporarily suspended.
 - e. When a player, goalkeeper or head coach accumulates three (3) blue cards, the main referees will have to show them a red card, expelling them from the match and forcing them to leave the substitutes' benches.
 - f. Players who have been shown a blue card will occupy one of the chairs placed between the substitutes' bench and the official game table, not being able to leave it at any time until the expiration of the suspension time, including timeouts and / or other stoppages of the match. This player will not be able to re-enter the rink before serving the entire time of their suspension. When a player's temporary suspension time expires, they will be immediately notified and allowed to return to their team's substitute bench.
 - g. When a player or other representative of a team does not follow the orders of the referees, refusing to leave the bench of their team, the main referees must request police intervention to ensure that their decisions are complied with.
2. Sanction to the offender's team.
 - a. It is sanctioned with a period in inferiority for each card that is shown to a member.
 - b. If the foul is committed with the match in play, the game restarts with a direct free hit if it has occurred outside the penalty area of the offending team, or a penalty if committed within that area.

ARTICLE 25 (Very serious offences)

1. Sanction to the offender.
 - a. Whenever a player, goalkeeper, coach or any other representative of the team commits a foul classified as very serious, the main referees will show them a red card, and expel them from the match.
 - b. Any player or representative who has been shown a red card loses the right to join the substitutes' bench, and must remain in the dressing room.
 - c. Whenever a card is shown to the coach or any other representative of the team, they must remove a player from the rink without that player being temporarily suspended.

2. Sanction to the offender's team.
 - a. They are sanctioned with a period in inferiority for each card that has been shown.
 - b. If the foul is committed when the match is in play, the game restarts with a direct free hit if it has occurred outside of the penalty area of the offending team, or a penalty if committed within that area.

CHAPTER V - ENFORCEMENT OF PENALTIES

ARTICLE 26 (Advantage law)

1. The main referees must stop the match for a foul except in situations in which the advantage law must be applied, once they are certain that the offender does not benefit from the foul in question.
2. The game will not be stopped in situations in which the player who suffers the foul can continue with control of the ball and is creating an attacking action. In this situation a team foul should be signalled dynamically while play continues.
3. In the event of an eminent goal situation, the main referees shall follow the advantage law and, after the completion of the action, shall act as follows:
 - to. If there is no goal, the main referees will stop the match immediately, to:
 - 1) Show the blue or red card, with the corresponding period of inferiority.
 - 2) Signal the execution of a direct free hit or penalty.
 - b. If there is a goal, the main referees will validate it, then sanction the offender with the temporary or definitive suspension, and their team with the corresponding inferiority period; restarting the match with a centre pass.
4. Except in the event of an imminent goal, the advantage law shall not be applied by the main referees, immediately stopping the match when the following occurs:
 - to. A serious or very serious infringement.
 - b. A team foul that involves the awarding of a direct free hit.
5. The main referees must know how to correctly differentiate and evaluate all game situations. In particular when there are actions that can be punished and the situations in which the advantage law should be granted. When a player makes a light "touch" 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. The indirect free hit is the way to resume the game after the main referees have sanctioned any infraction, except for sanctions that are restarted with a direct free hit or a penalty. When the game is stopped without any of the teams having committed any infraction, it is restarted by the team that had possession of the ball at the time of the stoppage.
2. Execution of indirect free hit.
 - a. The indirect free hit is executed with the ball stopped, by a single touch and without the

- main referees having to blow their whistle.
- b. All players of the sanctioned team are placed at a distance, at least three (3) metres, from the point where the foul is executed.
 - c. The main referees will blow their whistle to restart the match when:
 - 1) The executing player is delayed in the execution of the indirect free hit.
 - 2) The executing player requests the main referees move the opposing players to the regulatory distance of three (3) metres. In this a situation the indirect free hit can only be executed after the whistle of the main referees.
 - 3) When the ball leaves the rink.
 - 4) On the resumption of the match after a timeout.
 - d. If a foul is made next to the barrier or if the ball leaves the rink, the indirect free hit can be taken at a distance of seventy (70) centimetres from the barrier.
 - e. Players of the team that benefits from the foul can be placed anywhere on the rink, except in the protection zone of the opposing goalkeeper.
 - f. The player who executes the indirect free hit cannot play the ball again until it is touched by another player or touches the outside of the goal.
 - g. After the whistle of the main referees the ball is in play and any player can take possession of the ball.
3. Place for the execution of the indirect free hit.
- a. As a general rule, the indirect free hit will be taken from the place the foul was committed, except in the following cases:
 - b. When a player commits a foul in their attacking zone, the opposing team can execute the indirect free hit in any place in the same area where the ball is located, without it being necessary to respect the exact place where the foul is committed.
 - c. When the ball is raised to more than one metre and fifty centimetres (1.50 m) in height by a movement of a player's stick that is inside their 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 their goal, the indirect free hit is executed in any lower corner of their penalty area.
 - e. For the infraction of a player who jumped the barrier the indirect free hit is executed next to the place where the infraction occurs.
 - f. In case of exceeding the time to complete an attack action, the indirect free hit is executed according to the following:
 - 1) If the ball is in the defensive zone and outside the penalty area of the offending team, it is executed in the same place as the ball at the time of the interruption.
 - 2) If the ball is in the defensive zone and inside the penalty area of the offending team, it is taken in one of the upper corners of the penalty area of the offending team.
 - 3) If the ball is behind the goal of the offending team, it is taken 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, the indirect free hit can be executed without it being necessary to respect the exact place where the foul is committed.

ARTICLE 28 (Direct free hit)

1. They are awarded for serious or very serious faults suffered by an opponent, whether or not in possession of the ball, located outside the penalty area of the offender while the match is active.
2. A direct free hit is also awarded when a technical foul or a team foul is committed outside the opponent's penalty area that prevents a possible goal.
3. It is taken from a point seven metres and forty centimetres (7.40 m) from the centre of the goal line.
4. The player who executes the direct free hit may start it after the referee blows their whistle, being able to choose to make a direct shot at goal, or move the ball in the direction of the opponent's goal, trying to pass the goalkeeper.
5. The player who executes the direct free hit can choose to start the shot from a static position next to the ball, or at a maximum distance of three (3) metres from the ball.
6. In the execution of direct free hit it is not allowed to retain the ball to pass it to a teammate or transport it behind the opponent's goal.

ARTICLE 29 (Penalty)

1. They are awarded for fouls suffered by an opponent, whether or not in possession of the ball, located within the penalty area of the offender while the match is active. The lines that delimit the penalty area are included in it.
2. It is taken from a point five metres and forty centimetres (5.40 m) from the centre of the goal line.
3. The elevation of the ball to more than one metre and fifty centimetres (1.50 m) in height as a result of a movement of the stick of a player who is in their penalty area is not sanctioned with a penalty.
4. The player who executes the penalty may start it after the referee blows their whistle. It is

mandatory to take a direct shot on goal from a static position. The player is allowed all body or stick movement after the whistle.

ARTICLE 30 (Common issues during a direct free hit or penalty)

1. When a team is sanctioned with the execution of a direct free hit or a penalty, the presence of a goalkeeper in defence of the goal is mandatory.
2. The player in charge of executing the direct free hit or penalty and the defending goalkeeper have to be in a static position. The defending goalkeeper will not be able to move until the referee blows their whistle, and can leave their protection area once the attacking player hits the ball.
3. The goalkeeper of the team that benefits from the direct free hit or the penalty can take the hit so long as they keep their leg pads on and remove the helmet and gloves.
4. Players who are not taking the direct free hit or penalty are placed inside the penalty area of the other half rink, being able to move after the referee's whistle.
5. The timing of the game time is restarted when the referee whistles.
6. When the goalkeeper or any of the players in the penalty area moves before the referee blows their whistle to restart the game, the referees must not interrupt the game. They must wait to finish the direct free hit or penalty and then take the corresponding disciplinary measures.
7. In the event that a team does not have a goalkeeper available because it is serving a sanction or because of an injury, a rink player will replace him.
8. A player who executes the direct free hit or penalty can play the ball again after it is touched by the defending goalkeeper, the goal or the barrier.
9. If at the same time that the official game table indicates the conclusion of any of the periods of the match, a direct free hit or a penalty is awarded, the hit has to be executed with a direct shot with no possibility of making a second attempt.
10. Depending on the result of the execution of the direct free hit or the penalty at the end of the regulation time of play, the main referees have to apply the following procedures:
 - a. If a goal is scored, it is validated, immediately ending the game, without it being necessary to make the centre pass from the central circle.
 - 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 blow their whistle immediately ending the game time in question.
11. At the time of the execution of a direct free hit or a penalty against their team, the goalkeeper is obliged to:
- a. Be standing 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 that grips the stick is not resting on the goal or on the rink and the hand that is free remains in a static position, without any contact with the goal or with the rink.
 - c. Not make any movement before the referee whistles to start the execution of the direct free hit or penalty.
12. In the execution of the direct free hit or the penalty the goalkeeper may not move until the referee blows their whistle to start the execution of the penalty, nor are they allowed to leave their protection area until the player who executes the shot touches the ball. In the event that these violations occur, the following procedures will apply:
- a. If the goalkeeper moves before the referee blows their whistle they will be sanctioned with a verbal warning.
 - b. If the goalkeeper moves just at the moment when the referee blows their whistle, they will be sanctioned with a verbal warning, repeating the shot as long as it does not end in a goal.
 - c. If the goalkeeper leaves their protection area before the player touches the ball, they will be sanctioned with a verbal warning, repeating the shot as long as it does not end in a goal.
 - d. If one of the main referees whistles to interrupt the execution and it ends in a goal, it cannot be validated.
 - e. If a goalkeeper commits a second infraction, their team will have to be sanctioned with a period in inferiority, except if the second infraction occurs in the execution of a penalty for the tiebreaker of the match.
 - f. If the substitute goalkeeper is also suspended or sent off, he will be replaced by a rink player or by another goalkeeper who is registered in the match report.
 - g. If the second substitute goalkeeper is suspended, the main referees will terminate the match, making a detailed report in the official match report.
13. When the player performing the direct free hit or the penalty starts it before the referee whistles to start, an indirect free hit is signalled against them and is executed from the same point.
14. Players who are not directly taking part in the execution of a penalty or direct free hit are placed inside the penalty area of the team that benefits from the foul, and can only move after the referee blows their whistle.
1. If the person who moves before the referee blows their whistle is a player of the team that is taking the shot and the shot does not end in goal, this action is sanctioned with the

execution of an indirect free hit in favour of the opposing team, in one of the upper corners of the penalty area of the offending player, as well as a verbal warning to the offending player.

2. If the person who moves before the referee blows their whistle is a player of the defending team, and the shot does not end in a goal, it will be repeated after indicating the corresponding verbal warnings.
3. If players from both teams move simultaneously, before the referee blows their whistle to start the execution, the shot will be repeated if no goal is scored, ensuring the corresponding verbal warnings.

ARTICLE 31 (Playing in inferiority)

1. It is the sanction that penalises the team whose representatives are shown a blue or red card.
2. A blue card is a two (2) minute period.
3. A red card is a four (4) minute period.
4. When a team suffers a period of inferiority it can only have four (4) players on the rink, if it decides to play without a goalkeeper or, three (3) players and one (1) goalkeeper.
5. When a card is shown to a player on the bench or any other member on it, the coach has to withdraw one of the players from the rink. This player will be placed on the substitute bench and is able to participate in the match.
6. The auxiliary referee will notify the delegate of the sanctioned team when the time ends.
7. The beginning of the period of inferiority is the moment the match is restarted.
8. The period of inferiority ends when:
 - a. The sanctioned team is scored on. In this case a player enters the rink, but the player who was shown the card cannot re-enter because they are serving the temporary suspension, and will have to serve the entire sanction.
 - 1) The substitute player can enter the rink immediately after the goal.
 - 2) When a team playing in inferiority scores a goal, the goal does not end the period in inferiority.
 - b. The duration of the period of inferiority ends.
9. If another member of the same team is shown a blue or red card, their team will be sanctioned with a second period in inferiority, taking into account that:
 - a. Corresponding substitutions must be made.

- b. If the match can continue, the offender's team is sanctioned with an additional inferiority period, with the duration of two (2) minutes if the team's 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 one ends.
 - d. The end of the second period of inferiority occurs the sanctioned team is scored on, or the duration of the period ends.
10. When the same team suffers a third or subsequent sanction, before having served the two periods in inferiority, the main referees will have to:
- a. Make the corresponding substitutions.
 - b. If the match can continue, the offender's team is punished with:
 - 1) An additional period of inferiority for each of the infractions committed by their representatives, each of them lasting five (5) minutes, regardless of the sanction that has been given to each of the offenders.
 - 2) Each of the team's additional inferiority periods begins when the previous inferiority period ends.
 - c. The end of each of the additional periods in inferiority occurs when the sanctioned team is scored on or the duration of the period runs out.
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 in each team occurs, the period of inferiority is not given. The following procedures must be followed:
- a. Each team will make the necessary substitutions to restore 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 restore parity, each team serves its corresponding inferiority period, without replacing any of the offenders.
 - c. If before the game restarts, but after substitutions have been made, a blue or red card is shown to another team member, the main referees must act as follows:
 - 1) Sanction the offender's team with an additional period of inferiority.
 - 2) Make the cancellation of the substitutions previously made, taking into account that the two teams have four (4) players on the rink; And when the game restarts, one team fulfils two different periods of inferiority and the other only fulfils one period of inferiority.
12. The immediate substitution of players will not be allowed when the expulsions are due to fouls of different severity (a member of one 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 rink with the same number of players.

CHAPTER VI - TIEBREAKER AND QUALIFICATION

ARTICLE 32 (Tiebreaker of a match)

1. Whenever at the end of a match it is necessary to decide which is the winning team, an extra time will be played.
2. Any player who is suspended at the end of normal match time cannot participate in extra time until they serve the remaining time of their suspension.
3. A break of three (3) minutes will always be granted between the end of regulation time and the start of extra time. The teams are not able to go to the locker room.
4. The playing time of this tiebreaker is as follows:
 - a. In the categories of U-15 and U-17 the playing time is six (6) minutes, divided into two (2) periods of three (3) minutes.
 - b. In all other categories, the playing time is ten (10) minutes, divided into two periods of five (5) minutes.
5. At the end of the first period of extra time, a break of two (2) minutes is granted, with the teams having to stay on the rink, changing their defensive half rink and the substitutes' bench.
6. If at the end of extra time, the result remains in a draw, the teams remain on the rink to decide the winner based on a series of penalty shots.
7. The main referees will decide with the captains, to determine which goal will be used for the execution of the penalties and which team shoots first.
8. Before the start of the penalty shootout, the coach will provide the auxiliary referee with the numbers of the players who will take part in 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 rink, and they indicate which player is responsible for executing each penalty shot in the order determined by the main referees.
10. The players who participate in the penalty shootout must be properly equipped (helmet included in the case of goalkeepers), all standing together on each of the side of the rink, laterally to the auxiliary referee.
11. The goalkeeper not defending a penalty will have to be placed in one of the corners of the rink behind the goal where all penalties are executed.

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 players who were sent off from the match by having been shown a red card and those who 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 defend all penalties.
14. If either of the teams has less than five (5) players available 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 make their shot.
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 end the match, with the team that had scored the most goals being the winner.
16. If this first series ends in a draw, the winner will be decided with an additional series in which each team alternately executes 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 can shoot all of their 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 performing player and also the defending goalkeeper, taking into account the rules regarding the execution of the penalty.
19. The other main referee is placed on the opposite side of the penalty area, behind the goal line, to validate the goals.
20. If the ball enters the goal after touching the back barrier, and then also on the goalkeeper, the goal in question is not valid.
21. If the ball enters the goal, after touching the posts and, afterwards also on the goalkeeper, the goal is valid.
22. It is not necessary the execution of the centre pass for the validation of the goals obtained in the penalty shots for a tiebreaker.

ARTICLE 33 (Points and classification)

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. Defeat... Zero (0) points.
 - d. Failure to appear... Zero (0) points.
2. In the events, tournaments and competitions played with the points system, the final classification is defined by descending order of the sum of points gained by each of the teams.
3. Tie in the standings between two teams. If at the end of an event or competition two teams are tied on points, the following criteria will be used for the tiebreaker.
 - a. One round:
 - 1) Firstly, only the matches played between the two teams involved will be considered, with the team that obtains the highest number of points in the highest position.
 - 2) If the tie remains, the team that has the greatest difference between the total goals scored and the total goals conceded 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 the division of total goals scored by total goals conceded.
 - b. Two rounds:
 - 1) Firstly, only the matches played between the two teams involved will be considered, with the team that has the highest number of points ranking in the highest position.
 - 2) If the tie remains, the team that has the greatest difference between the total goals scored and the total goals conceded 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 the division of total goals scored by total goals conceded.
 - 4) If the tie remains, all the matches played during all phases of the event must be taken into account:
 - a) The team that has the greatest difference between goals scored and goals conceded.
 - b) If the tie remains, the highest team will be the one with the highest goal ratio resulting from the division of total goals scored by total goals conceded.
4. A tie in the standings between three or more teams. If at the end of an event or competition three or more teams are tied on points, the following criteria will be used for the tiebreaker.
 - a. One round:
 - 1) Firstly, only the matches played between the three or more teams involved will be considered, with the team that has the highest number of points ranking in the best position.
 - 2) If the tie remains, the team that obtained the largest difference between the total goals scored and the total goals conceded 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 the division of total goals scored by total goals conceded.
 - 4) If the tie remains, all the matches played throughout the phase of the event must be taken into account:
 - a) The team that has the greatest difference between goals scored and goals conceded.
 - b) If the tie remains, the highest team will be the one with the highest goal ratio resulting from the division of total goals scored by total goals conceded.
- b. Two rounds:
- 1) Firstly, only the matches played between the three or more teams involved be considered, with the team that has the highest number of points ranking in the highest position.
 - 2) If the tie remains, the team that has the largest difference between the total goals scored and the total goals suffered, between the three or more affected teams.
 - 3) If the tie remains, the highest team will be the one with the highest goal ratio resulting from the division of total goals scored by total goals conceded.
 - 4) If the tie remains, all the matches played during all phases of the event must be taken into account:
 - a) The team that has the greatest difference between goals scored and goals suffered.
 - b) If the tie remains, the highest team will be the one with the highest goal ratio resulting from the division of total goals scored by total goals conceded.
5. If the tie remains, World Skate - RHTC will decide the tiebreaker criterion with consultation of the teams involved.

CHAPTER VII - ADMINISTRATIVE SITUATIONS

ARTICLE 34 (Protests)

1. Administrative protests.

- a. Administrative protests are based on alleged irregularities and/or violations of the Technical Rules or Regulations, such as the eligibility of teams and/or players, poor conditions of the rink, use of irregular clothing and/or equipment, etc.
- b. For an administrative protest to be considered valid, the main referees 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 complaint, they will inform the delegate and captain of the opposing team of the protest presented by the rival team.
- d. The main referees must prepare, as a complement to the match report, a confidential report of all the proceedings and decisions taken on the protest in question.
- e. If the protest is because of a deficiency in the 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 rule, technical errors or other judgments erroneously 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, inside the rink to the main referees of the match, during any stoppage 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. Ensure, immediately afterwards, the mandatory signing of the official match report of the delegates and captains of each of the teams.

3. Confirmation of protests.

All protests must be subsequently confirmed 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; WORLD SKATE-RHTC or CONTINENTAL AREA, in the case of an international competition, and to 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 ready to play the match.

2. If after that time, a team is not on the rink or does not present the minimum number so that the match can start, the main referees have to perform the following procedures:
 - a. The players of the team present on the rink to play the match are identified, confirming the presence of the minimum number required for this purpose.
 - b. Then, the main referees the salute to the public and then whistle immediately to end the game.
 - c. In the match report, the referees will record in detail the circumstances that led to the decision to assign "failure to appear" to the team in question.
3. Regarding the interval period of a match, any team has a margin of five (5) additional minutes to present itself on the rink ready to continue in the match.
 - a. Once that margin of five (5) minutes ends and any of the teams is not on rink or being does not present the minimum number so that the match can start, the main referees have to end the match due to the abandonment of the match by the team in question.
 - b. In the match report, the referees will record in detail the circumstances of what happened.
4. No show.

The team that does not show is scored as 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 a match will be eliminated from the competition or event in question. Such decision shall be formalised by the organising authority.
6. When the temporary or permanent impossibility of using the playing rink occurs, the main referees must grant a margin of fifteen (15) minutes to solve or repair that deficiency. If after this margin this issue continues, the following procedures apply:
 - a. If there is evidence of force majeure due to serious breakdown in lighting, flooding or slippery rink, etc. that prevents the use of the game 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 of using the playing venue is due to a breakdown or repairable deficiency or because another roller hockey match is being played, an additional thirty (30) minutes will be granted for the match to start.
 - c. If the issue cannot be solved, the main referees will inform the teams that the match will not be played, recording in the match report the circumstances that determine the decision taken.
 - d. If the problem is solved and the match can be played, the teams will have a period of twenty (20) minutes to warm up on rink.

TECHNICAL REGULATIONS

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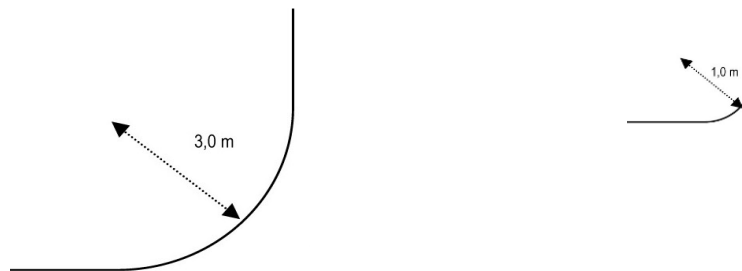
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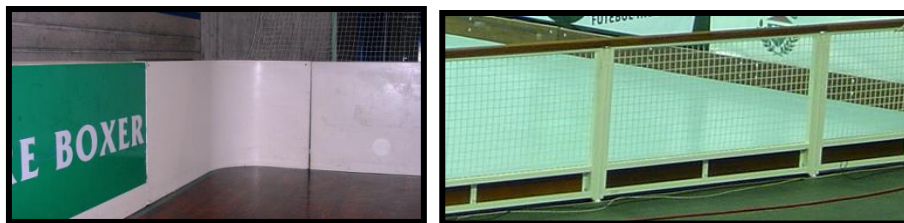
CHAPTER I - PLAYING AREAS

ARTICLE 1 (Premises and rink)

1. The premises consists of all the space that covers the rink, barriers and changing rooms, as well as the access to them.
2. The playing rink is a flat and smooth surface, built with wood, cement or other material that allows a good grip and movement for skates.
3. The playing rink has a rectangular shape and a ratio of two by one between its length and width, attending to the following limits:
 - a. A minimum of 34 metres long by 17 metres wide.
 - b. A maximum of 44 metres long by 22 metres wide.
4. The perimeter of the playing rink is surrounded by a closed barrier 1 metre high with four rounded corners, whose radius can vary between 3 and 1 metres.



5. The barriers can be made of solid panels, or vertical posts with panels in between.
 - a. The base of the barrier must have a height of 20 centimetres and a thickness of 2 centimetres and be painted in a neutral colour that is different from the ball.
 - b. The frames can be constructed of different materials, opaque wood, metal netting, plastic, etc.



6. Protective nets are placed on the barrier, with a height of 4 metres measured from the ground and can be mobile.



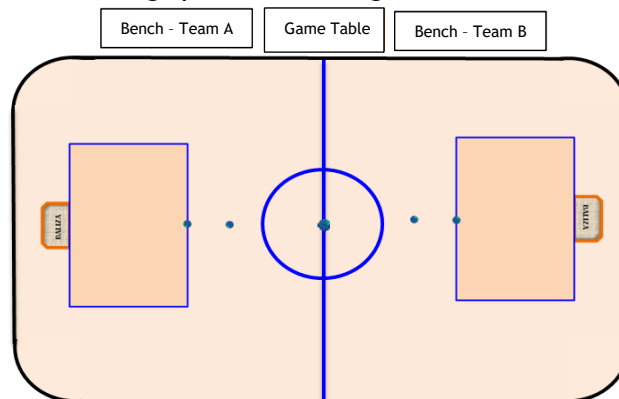
7. Along the barrier there will be two access doors to the rink, which cannot open towards the rink, located next to the benches of each team and to the side to the official game table.



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

ARTICLE 2 (Rink markings)

1. The playing rink has the following specific markings:



2. The markings of the rink shall be as indicated in the drawing in point 1.
 - a. The rink markings are always included the area of the rink that they delimit. They are 8 centimetres wide and a different colour from the ball and the rink itself, to ensure good visibility.
 - b. In international competitions in which the national teams of the member countries of WORLD SKATE participate, the playing rink can only contain the specific markings of roller hockey.
 - c. In other competitions, the playing rink may contain other markings, provided that they do not impair the good visibility of the specific roller hockey markings.
3. Penalty area.

It is a rectangular shape and there is one marked on each half rink. The penalty area is delimited by four lines arranged as follows:

 - a. Two lines parallel to the back barrier, with a length of 9 metres.
 - b. Two lines parallel to the side barriers, with a length of 5.40 centimetres.
4. Goal line.

It is located between the two posts of each goal. It is 1.70 metres long, at a distance from the back barrier of between 2.70 metres and of 3.30 metres.
5. Goalkeeper protection zone.

It is a semicircle located in the middle of the goal line and goes from post to post.
6. Penalty point.

It is a circle with a diameter of 10 centimetres, marked at the distance of 5.40 metres from the centre of the goal line.
7. Direct free launch points.

It is a circle with a diameter of 10 centimetres, marked at the distance of 7.40 metres from the centre of the goal line.
8. Dividing line of each half.

It is marked along the entire width of the rink, parallel to the bottom barriers, dividing the rink into two equal parts, allowing for each team to have the following two playing areas:

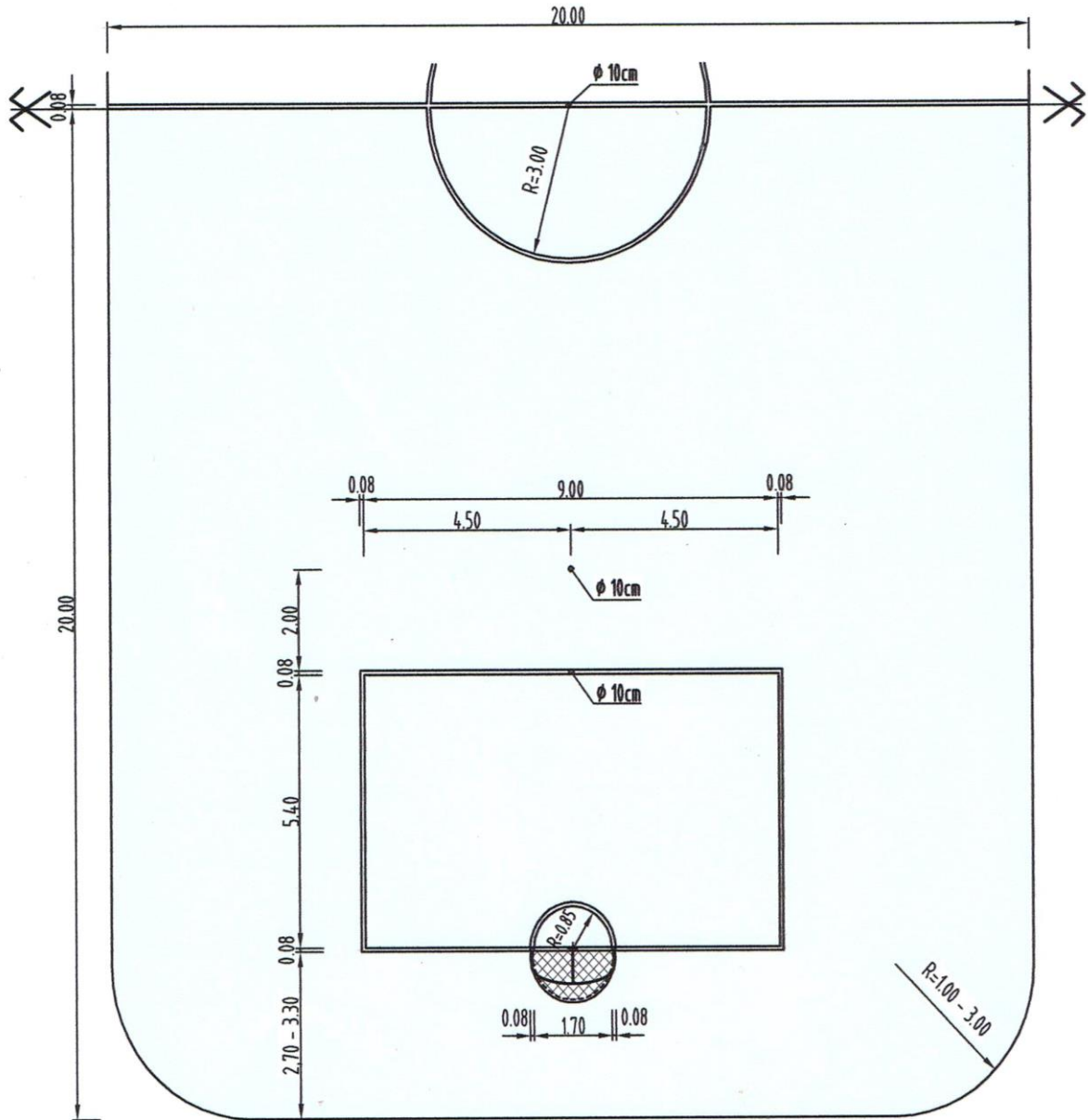
 - a. The defensive zone, occupied by the players of the team that executes the centre pass, either at the beginning or restart of the game, or after the scoring of a goal by any team.
 - b. The attacking zone, which corresponds to the defensive zone of the opposing team.
9. Centre circle.

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

10. Point for the start and restart of the game. It is a circle, with a diameter of 10 centimetres and located in the centre of the central circle.

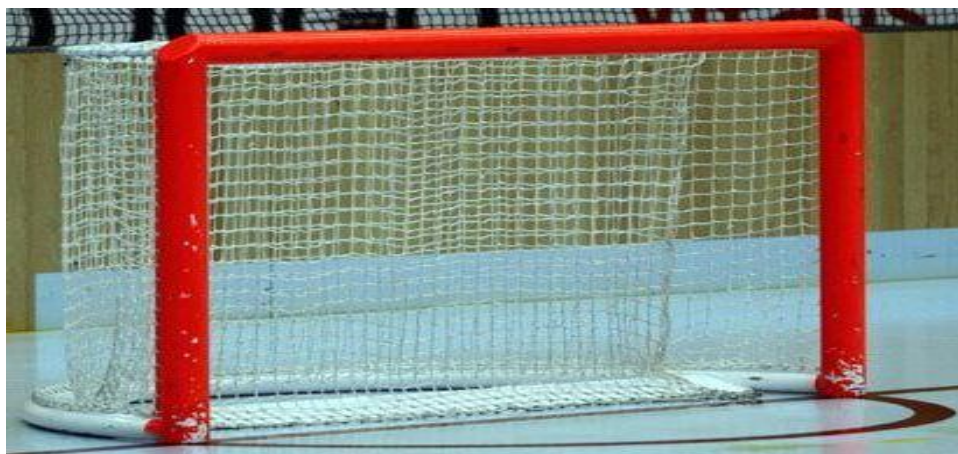
Marking on the Rink (each Half)

M=1:125



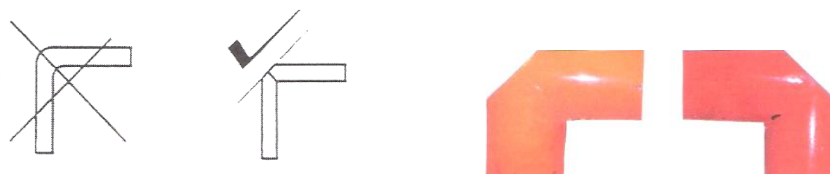
ARTICLE 3 (Goalposts)

1. The measurements for its manufacture are set out in the diagrams at the end of this article.



2. It is composed of a frame of hollow galvanized iron tubes, with three different elements connected by welding:
 - a. The front structure is painted strong fluorescent orange, with three distinct segments, whose construction rules are as follows:
 - 1) Two circular tubes placed vertically that are the posts of the goal, and a circular tube placed horizontally at the top that is the crossbar of the goal.
 - 2) The circular tubes have an outer measurement of 7.5 centimetres in diameter.
 - 3) The upper corners of the goal will be cut at 45 degrees, relative to the vertical and horizontal level of them.

CORNERS OF THE GOAL - DESIGN + "DETAIL" PHOTOGRAPHY

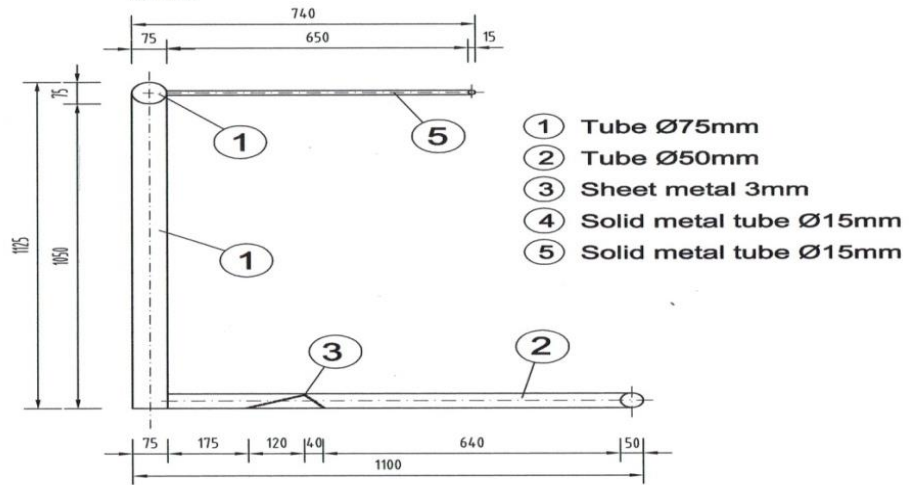


- 4) In its interior measurements, each goal has a height of 105 centimetres and a width of 170 centimetres.
- b. The lower rear structure is painted in white, with a semicircular arch and inside it, a horizontal bar whose construction rules are as follows:
 - 1) The circular tube that forms the semicircular arch welded externally to the front structure has an outer diameter of 5 centimetres, being built with a radius of 64 centimetres, based on the centre of the goal lines.

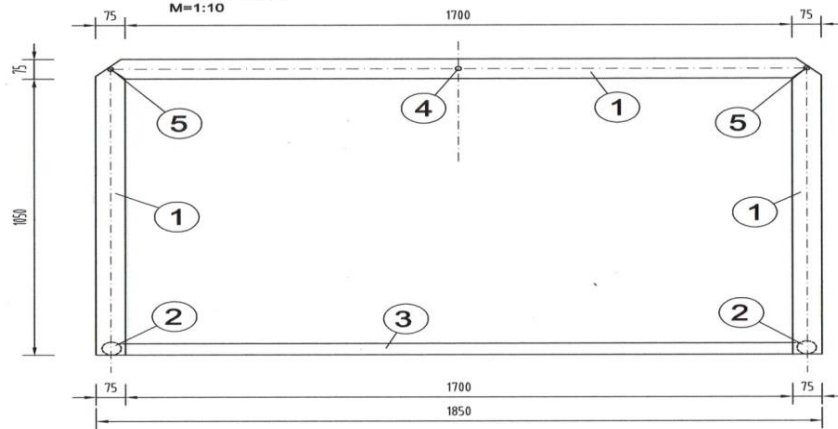
- 2) The horizontal bar is welded to the semicircular arch, with a length of 12 centimetres placed parallel and 25 centimetres away from the goal line, and with an inclination of 20 degrees relative to the ground.
- c. The upper rear structure is painted in white, with a composition of a rectangle and a semi-arch, whose construction rules are as follows:
 - 1) The rectangle and the semi-arch are built in solid iron of 1.50 centimetres in diameter and welded to the front structure of the goal.
 - 2) The four sides of the rectangle are defined by:
 - a) Two vertical bars with the dimension of 40 centimetres and welded at the top of each of the goal posts;
 - b) The bar of the front structure of the goal and the longitudinal bar with a length of 170 centimetres, welded to the vertical bars of the rectangle.
 - 3) The semi-arch welded to the two upper vertices of the rectangle, further welded to another bar with a dimension of 65 centimetres fixed perpendicular to the central part of the bar of the frontal structure.
3. The entire rear structure of the goal is covered by a white net whose mesh has a dimension of 2.50 x 2.50 centimetres.
 - a. The net used can be rope, cotton or nylon.
 - b. The net must wrap the sides, back and top of the front structure of the goal, 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 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 goals, so that, when a goal is scored, the possibility that the ball can go out of the goal is reduced.
 - a. This net is fixed at the top of the goal so that it hangs freely to the ground, standing parallel and 40 centimetres away from the goal line.
 - b. It has a height of 110 centimetres and a width of 180 centimetres.
5. The goals are placed on the centre of each goal line.



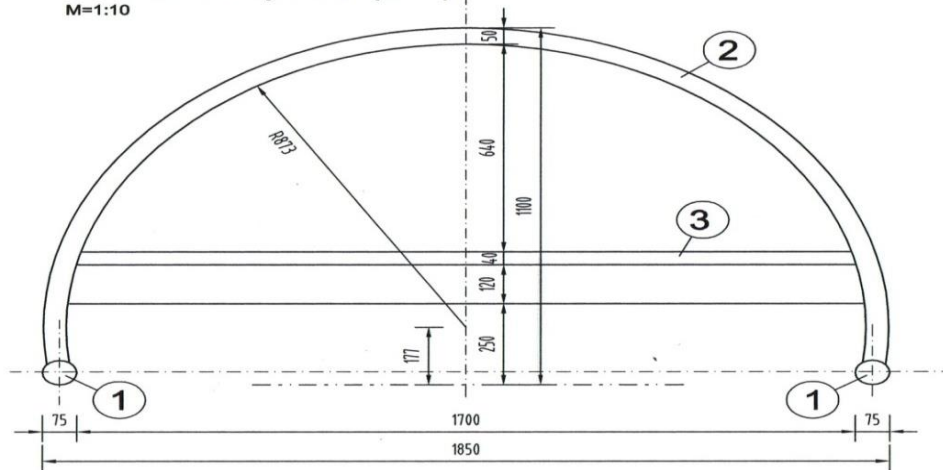
Goal Cage
Lateral view
M=1:10



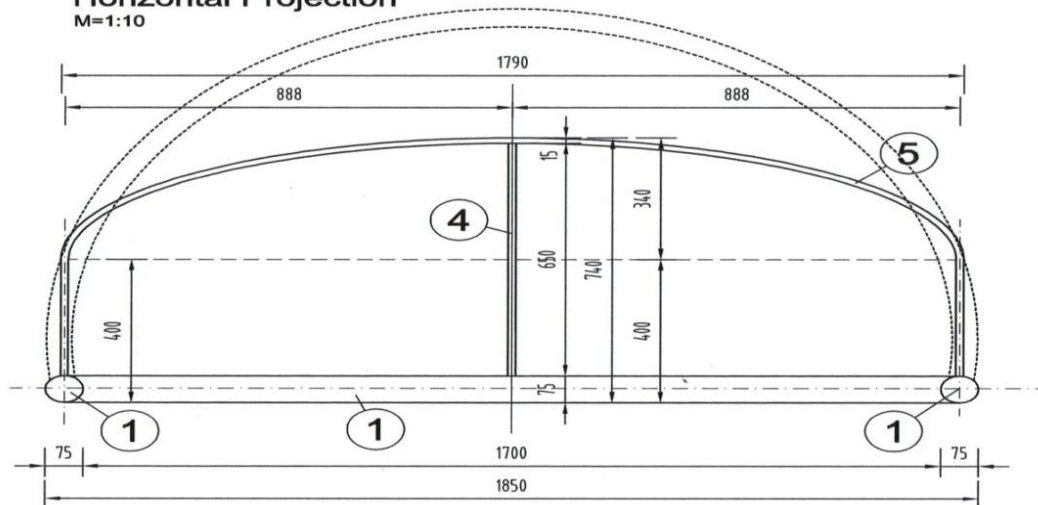
Goal Cage
Front view
M=1:10



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



Goal Cage
Horizontal Projection
M=1:10



ARTICLE 4 (The game ball)

1. In all games of official roller hockey competitions, only balls that have the WORLD SKATE homologation certificate can be used. in accordance with the following characteristics:
 - a. It is made of pressed rubber / plastic and its inner filling will be cork.
 - b. It should weigh 150 g with a variance 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 set according to the contrast of the rink with the ball).

DESCRIPTION	The official ball of play in competitions.
MATERIAL	Rubber/Pressed plastic. Interior filling.
DIMENSION	Diameter of 72 millimetres.
WEIGHT	150 g ± 5 grams.
COLOUR	Black/yellow.

2. When a match is broadcast on television, the organizing body of the event can change the colour of the ball to be used specifically in the match.
3. In case of disagreement between the captains when choosing the ball to be used, the main referees will decide which ball is used.

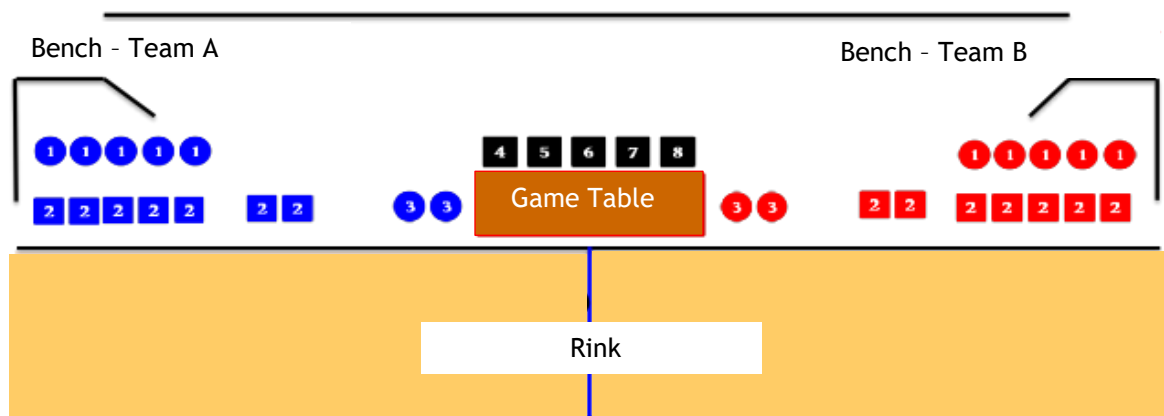
ARTICLE 5 (Advertising on the rink inside the barriers)

1. In international competitions in which national teams of WORLD SKATE member countries play, the placement of advertising on the floor of the playing rink is allowed, in accordance with the following:
- In international club competitions, the organiser may authorise one of its sponsors to insert advertising on the inside of the centre circle of the rink, provided that the material used for this purpose does not affect the players' skates.
 - The 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 visibility of the markings of the game.
2. The placement of advertising on the inner side of the barriers of the playing rink is allowed provided that a minimum distance of thirty (30) centimetres to the ground is respected.
3. Paintings, banners, or advertising posters that are affixed to the inner side of the barriers must not be a danger or hinder the action of the players on the rink.

ARTICLE 6 (Official Game Table)

1. In roller hockey matches, the closest part of the rink will be reserved and in the central part, a space isolated from the public and with the necessary amenities, for the placement of the official game table.
2. The official game table has the following positions, appointed by the entity responsible for the event:
 - a. A timekeeper who manages the scoreboard.
 - b. A Commissioner who is responsible for directing the official gaming table.
 - c. A secretary who manages the match report, electronically or manually.
 - d. An auxiliary referee who controls team fouls and discipline on the benches of the teams, helping or clarifying, when necessary, with any incidents in the match.
 - e. An assistant referee who controls the timing of the possession of the ball, when the appropriate electronic system is available on the rink.
3. In international competitions, the organiser of the event must ensure that the official game table is equipped with the following:
 - a. Five chairs.
 - b. Two chairs on each side for use by players of each team who are temporarily suspended from the game.
 - c. A laptop and a printer with digitization, including the replacement of all the materials that are necessary for its operation.
 - d. Two manual signs for the team fouls accumulated during the match.
 - e. Two towers to display information regarding a timeout that will be granted in the next stoppage of the match; and if the next team foul will cause awarded a direct free hit to be awarded.
 - f. Two displays showing the time of possession of the ball by each of the teams.
4. It is up to the National Federations to define the composition of the official playing table, although it is mandatory that in the national club events at least one timekeeper and one auxiliary referee are always appointed.

DETAIL OF OFFICIAL GAME TABLE AND BENCH OF THE TEAMS



LEGEND

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

ARTICLE 7 (Electronic devices for match control)

1. Each National Federation, club or other entity responsible for the organisation of international roller hockey matches, nations or clubs, is mandatory to use electronic devices that displays the information set out below.
2. Time-out request.
 - a. When a team requests a timeout, the auxiliary referee will:
 - 1) Activate the green light closest to the substitutes' bench of the team.



- 2) In the event that the electronic device does not exist, a flag or other object is placed on the edge of the table. In this case, the auxiliary referee has to verbally notify the other team of the timeout request.
 - b. The auxiliary referee will make an acoustic signal at the next stoppage to ensure the timeout is given, turning off the light after it is given.
3. Information on the awarding of a 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 given is awarded a direct free hit, the auxiliary referee will ensure the following:
 - 1) The red light placed on the side of the official game table closest to the substitutes' bench of the team that reaches that number is activated.



- 2) If the electronic device does not exist, a flag or other object is placed on the side of the official game table closest to the team's substitutes' bench that reaches that number.
 - b. The auxiliary referee will use an acoustic signal to indicate the granting of the corresponding direct free hit, turning off the light afterwards.
4. Control of the time of possession of the ball.
 - a. The console that controls the timing of the possession is placed on the game table.



- 1) Electronic information panels are placed behind each of the goals, at a distance of between one and two metres.



- 2) The base for the placement of the electronic panels is placed at a minimum height of 1.40 metres.
- b. The use of these devices is mandatory in international competitions, between nations or clubs, organized by WS-RHTC or by the different Continental Areas, and their operation will be carried out by an assistant referee designated for each match.
 - 1) In competitions organized by the different National Federations, the use of these devices is recommended in senior competitions.
 - 2) It is the responsibility of the different Continental Areas to decide whether the use of these devices is mandatory in the national championships organized by the affiliated Federations.
- c. The horn of the control apparatus that indicates the end of the time of possession is merely indicative, and the whistle of the main referees stops the match.
- d. In normal situations, the main referees should not signal to the assistant referee.
- e. However, the lead referees shall perform:
 - 1) A warning sign by raising their arms, when the team that is in possession of the ball has five (5) seconds left to end the time of possession.
 - 2) **Counting the time of possession of the ball with one of their arms when a team is in its defensive zone, and there is no electronic display.**
 - 3) The signalling of an indirect free hit against the team that exceeds the time of possession of the ball in its defensive zone or exhausts the time of possession.

CHAPTER II - PLAYERS EQUIPMENT

ARTICLE 8 (Basic equipment of players)

1. Each player has to use the following basic equipment:
 - a. Shirt, shorts and socks.
 - b. Two (2) boots with skates.
 - c. A stick.
2. Goalkeepers are required to wear 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 the club they represent, except in the specific case of goalkeepers, who will wear a shirt of a different colour to that of the players, not being able to confuse the clothing of the players and rival goalkeeper.
 - a. All players' shirts, including those of goalkeepers, will be identified by different numbers between one (1) and ninety-nine (99).
 - 1) The numbers must be on the back of the shirts, at a height of at least thirty (30) centimetres, in a single colour and in contrast to the colour of the shirts.
 - 2) Optionally 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 or similar colours, the referees must follow the following procedures:
 - 1) Find an agreement between the teams to solve the problem.
 - 2) If agreement between the teams cannot be made, the home team changes its equipment, including, if necessary, the shirt of its goalkeepers.
 - d. The captain of each team has to wear identification in the form of an armband, in a different colour from their shirt.
 - 1) In the event that the captain of the team is replaced, they will not have to pass the armband to a teammate, they will only indicate to the referees who will temporarily act as captain on the rink.
 - 2) In the event that the captain of the team is expelled or injured and cannot continue in the game, the armband will be passed to the vice-captain registered in the official match report.
5. Players will wear boots with four-wheel (4) skates placed two by two on two transverse axles. Inline skates are not allowed in roller hockey.

- a. It is not allowed to place any type of metal protection on the boots, even if it is covered by another type of material.
- b. The wheels of the skates cannot have a diameter less than three (3) centimetres, and there can't be any type of protection between the front wheels and the rear wheels.
- c. As long as they do not represent a danger to other players, the use of brakes placed on the tip of skates or boots, with a diameter never exceeding five (5) centimetres, is allowed.
- d. Goalkeepers can use skates with smaller wheels, giving a better stability.

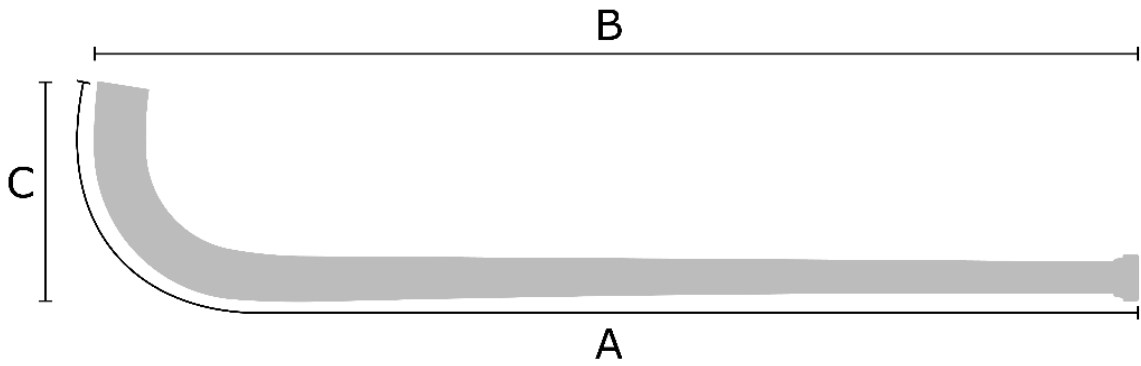
RINK PLAYER SKATE

GOALKEEPER SKATE

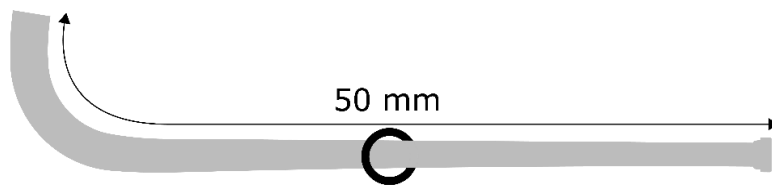


- 6. The stick must always have two elements, a handle and a curved blade.
 - a. The size of the stick is defined below. By positioning the stick on a flat surface, as illustrated in the following image, the marked lines will define the total length (A), length (B) and height (C) of the Stick.
 - b. It must be made of materials that are not harmful to players or the game. All included materials must have the prior approval of World Skate.
 - c. It must not weigh more than 500 g with a maximum tolerance of 50 g. (A stick in the game cannot exceed the regulated weight and its tolerance, i.e., 550 g).
 - d. The stick must meet the dimension requirements.
 - e. A ring with a 5 cm inner diameter will ensure that the width of the stick is within the limit. To test this requirement, the ring must pass over the entire stick.
 - f. Dimension A should not exceed 115 cm.
 - g. Dimension B should not exceed 105 cm. Dimension C must be between 17 cm and 22 cm. The sum of dimensions B and C must not exceed 124 cm, as shown in Designs 3, 4 and 5.

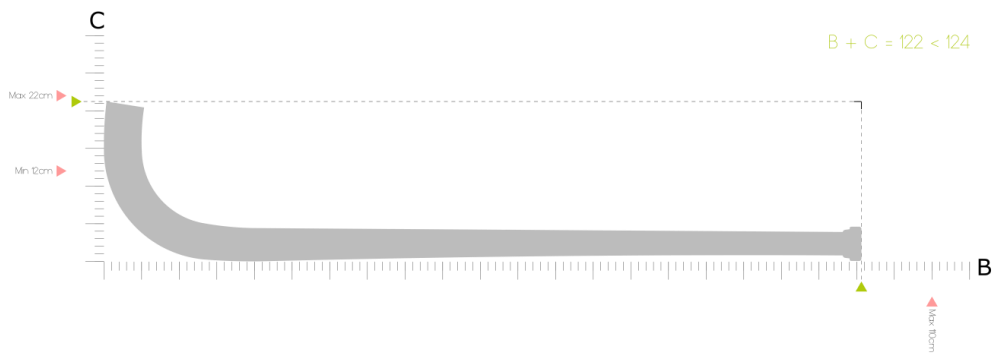
DESCRIPTION	Game stick for rink players.
MATERIAL	Wood and/or fibre
DIMENSION	As specified in photo.
WEIGHT	450 - 550 grams.
COLOUR	Adhesives: according to manufacturer and wood Finishes: according to design and finishes.



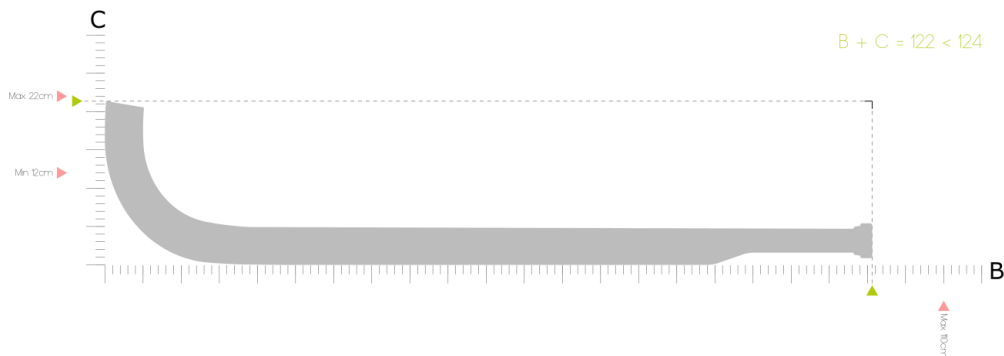
Design 1 - Dimensions of a stick



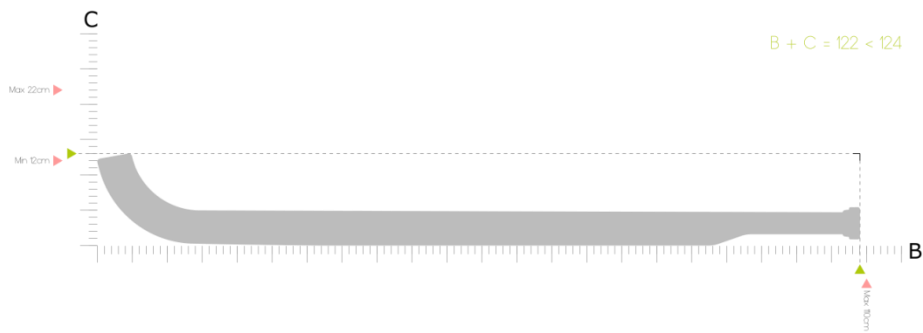
Design 2 - Illustration of the ring rule test



Design 3 - Traditional stick illustration within the limits of the box rule



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



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

ARTICLE 9 (Mandatory protective equipment for goalkeepers)

1. The use of the following protective equipment is mandatory for goalkeepers:
 - a. A full head protection mask or a helmet and visor.
 - b. A chest pad.
 - c. Two goalkeeper gloves.
 - d. Two goalkeepers' shin pads.

2. The protective mask or helmet and visor used by the goalkeepers are formed by one or two interconnected pieces, fixed by straps and made of rigid plastic or other materials. If they have any metal piece, it must be covered with plastic, leather or rubber so that it does not endanger the physical integrity of the rest of the players.

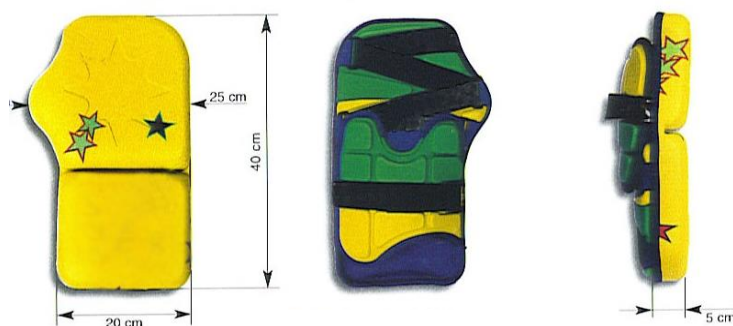


3. For the protection of the goalkeepers, it is mandatory to use a chest pad, placed under the game shirt and formed by a single piece, including shoulder pads and protection for the arms, made of plasticised material and flexible enough so that it moulds to the user's body, and the thickness of the pieces must never be higher than 1.5 centimetres.



- a. Optionally they can use the following protective parts:
 - 1) A neck protector, with a maximum height of 5 centimetres and placed under the chest pad.
 - 2) An elastic or semi-rigid protection for the thighs, made of plasticised material and in the form of a sleeve, fitted to the thigh and not being able to exceed the thickness of the protection 0.5 centimetres.
 - b. The placement of any other material that increases the natural dimensions of the aforementioned protections is not allowed.
4. Goalkeepers' 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 metallic coatings is prohibited, as well as any other that may damage the physical integrity of its users and / or other players.
- a. Goalkeepers' gloves are intended for the protection of the hands and part of the forearms, and is 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 grasp and manipulate their stick.
 - c. The other glove can be made in a less flexible way, but allowing that, inside, the hand can be open and with the fingers apart.





5. The shin pads consist of one or two interconnected pieces fixed by straps around the legs, so as to guarantee partial protection of the legs and feet of the goalkeeper.
- a. The shin pads of the goalkeepers have the following maximum measures:
- 1) Width of the upper part of 30 centimetres.
 - 2) Width of the central part of 27.50 centimetres.
 - 3) Width of the bottom of 25 centimetres.
 - 4) Total height of 65 centimetres.
 - 5) Maximum thickness throughout its height of 5 centimetres.



- b. The protection for the feet can be an individual piece and separated from the shin pad, but always respecting the maximum measure in height of 65 centimetres, not being able as a whole, to increase from end to end, the referred dimension.
- 1) This protection will have a maximum width of 25 centimetres, adjusted to the bottom of the shin pad, with a lateral reinforcement with the maximum measure of 11 centimetres in its height and 20 centimetres between the ends and in the direction of the length of the footwear.
 - 2) The maximum thickness allowed for these pieces is 5 centimetres.
 - 3) The fixation to the leg and foot of each protective element is carried out independently by means of two or three straps.
- c. The materials to manufacture the shin pads of the goalkeepers can be cloth, canvas, synthetic products or plastics, provided they are malleable and flexible, but they can never

use metallic elements or with metallic coatings or any product that may damage the physical integrity of its users and / or other players.

6. The protective equipment of the goalkeepers must be certified by the entity that is responsible for the organisation of the competitions, both internationally and nationally by the respective Federations.

ARTICLE 10 (Optional player protection equipment)

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



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



- c. Protective shin pads, with a maximum thickness of 5 centimetres; They will be placed under the socks, tight around the legs.



d. Cloth holder and resistant plastic shell, for protection of the genital organs.



e. Padded elbow pads, made of non-rigid material or any that may not cause danger to the rest of the other players.

3. Protections for the head and face of a rink player.

- a. Rink players may use head and face protection without having to request authorization from WORLD SKATE-RHTC, their Continental Confederation or National Federation.
- b. Full face protection should be attached to head protection. Head protection should be attached to the chin at all times with a properly tied strap.
- c. These protections may only be those that are reproduced in this WORLD SKATE TECHNICAL REGULATION and those that are approved or authorised by WORLD SKATE-RHTC.

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

DESCRIPTION	Official helmet of roller hockey player.
MATERIAL	<u>Head Fixation:</u> High impact EVA rubber 8mm <u>Visor:</u> 4 mm PETG transparent copolyester plate
GLASS DENSITY	1.27 g/cm ³ (ISO 1183)
WEIGHT	280 grams for size L
COLOUR	<u>Head fixation:</u> any <u>Visor:</u> Transparent



ARTICLE 11 (Advertising on players' equipment)

1. Advertising on game equipment is allowed as long as it does not alter the base colour.
2. Advertising with political or religious propaganda is not allowed.



REFEREE RULES

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CHAPTER I - THE REFEREES

ARTICLE 1 (Composition of the referee team and appointment process)

1. In the matches of the international competitions of roller hockey, the referee team is composed of three or four referees of international level whose functions are as follows:
 - a. Two main referees, who are responsible for the control of the match. The main referee who is appointed as referee 1 is the one who performs the functions of head of the referee team.
 - b. An auxiliary referee, responsible for:
 - 1) The disciplinary control of benches and players who are temporarily suspended from the match;
 - 2) The control of the timeouts granted to each team and the control of team fouls committed;
 - 3) Information to the public and use of electronic equipment to display:
 - a) The request for timeout 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 sanctioned with a direct free hit.
 - c. An assistant referee who is responsible for controlling of the time of possession of the ball by each of the teams.
 - d. A timekeeper, who sits on the official game table.
2. The appointment of the referee teams for the different international competitions is the responsibility of:
 - a. WORLD SKATE-RHTC, which has jurisdiction over world competitions.
 - b. The different CONTINENTAL AREAS with respect to competitions organized in the geographical area under their jurisdiction.
3. In world competitions all matches are directed by referee teams of ELITE category, according to the official classification made by WORLD SKATE-RHTC.
4. In the different continental competitions, the matches will be directed by refereeing teams officially designated by the Organizing Area.
5. The organizing Continental Areas may request the collaboration of WORLD SKATE-RHTC to ensure the appointment of international referees who are affiliated in other Continental Areas.
6. It is strictly forbidden for any Continental Area, without the prior and formal permission of WORLD SKATE-RHTC, to make invitations to a referee in another Continental Area to officiate in competitions.

7. In the national competitions of the different countries, it is the affiliated national federations of WORLD SKATE that appoint the refereeing team of each match, according to the procedures they consider appropriate and taking into account the provisions of the following points:
 - a. In Senior club competitions they are required to:
 - 1) In all matches, three referees officially authorised by the national federation in question are appointed, two being designated as main referees and one as auxiliary referee.
 - 2) An auxiliary referee is appointed for the control and information to the public of the result of the match, team fouls and playing time must be carried out by the appropriate electronic systems, operated from the Official Game Table.
 - b. In other national club competitions, matches may be directed by one or two main referees, it being accepted that the functions of the auxiliary referee and timekeeper may be done by:
 - 1) Elements officially authorised by the national federation in question; or
 - 2) The auxiliary referee will be proposed by the visiting team and the timekeeper will be proposed by the home team.
8. In national competitions all matches will be directed by refereeing teams constituted by the referees affiliated in the organising federation:
 - a. The organising national federations may request the collaboration of the continental area of their affiliation to ensure the appointment of referees who are affiliated with other national federations.
 - b. It is forbidden for any national federation to issue, without the prior and formal permission of its Continental Area, any invitation to conduct matches in its competitions to any referee, active or retired, who is or was affiliated with another national federation.
9. All roller hockey referees have the duty to comply with and enforce the official rules of the game and other regulations issued by the international and national bodies in which they are members, in particular with regard to the various provisions, rules, procedures, interpretations and clarifications relating to their activity in roller hockey refereeing.

ARTICLE 2 (Functions)

1. The coordination between the referees that make up the referee team is important and relevant in the performance of their duties, demanding proper mobility and placement on the rink and an adequate distribution of functions.
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 action 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 game free of brutality is practiced.
4. When necessary, with the match is stopped, the main referees will address the auxiliary referee to clarify any issues that occur next to the official game table. In these situations, the presence of players or representatives of the teams is not allowed, unless previously authorised.
5. The main referees may request police intervention when they verify serious problems related to the behaviour of the public or when a player or other representative located on the bench or at the official game table refuses to comply with the orders of the referees.
6. In 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, always ensuring the correction of 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 sporting truth.
7. As far as their decisions in the match are concerned, there is no difference between the head of the refereeing 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 issues:
 - 1) The conditions of the rink and the system used for the timing of the game.
 - 2) The identification of the players and other representatives of both teams.
 - 3) The information system that can be provided to the public about 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 their presence.
 - c. Check if all participants are ready, whistling for the start or restart of each of the periods of the match.
 - d. In the event of 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 incidents that may arise, assuming the corrective actions they deem necessary, after evaluating the issue.
 - 3) Prepare and sign the confidential refereeing report and confirm the correct preparation of the official match report and other official documents, making any changes they deem necessary.

- 4) Deliver to the international or national authority organising the competition the official match report and other control documents, including the Confidential Report.
9. The control of the official game table is the responsibility of the auxiliary referee, corresponding to:
 - a. Assure a rigorous and effective control of the disciplinary behaviour of the members of the bench of each team informing the main referees about the infractions that occurred off the rink.
 - b. Help to the main referees in the detection and correction of irregularities and/or serious errors committed during the match.
 - c. Ensure that information relating to 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 cumulative number of team fouls.
 - 4) The timeouts 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 preparation of the match report, in terms of:
 - a) The team fouls given out by the main referees, always indicating that a direct free hit has to be signalled against the team of the offender.
 - b) Disciplinary action taken on players and representatives.
 - c) The timeouts 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 periods of play.
 - d. It must also control and support the action of the timekeeper, rectifying any failures and informing the main referees if necessary, taking advantage of a stoppage, regarding any problem and / or possible disciplinary infraction attributable to the timekeeper.
10. In the official events recognized by WORLD SKATE-RHTC an electronic scoreboard will be used that shows the decreasing game time remaining.
11. At each game stop the timer on the scoreboard stops, allowing the public and team representatives to have correct and transparent information on game time. Manual stopwatches can be used, but the official game table must have a clearly visible way of displaying the remaining time to the public.
12. The timekeeper is responsible for controlling the time of each period of play, taking into account that:
 - a. The timer begins to count from the referees' whistle at the start of the game.
 - b. When the end of the game time is reached, an audible signal is made to indicate **that the match is over.**

- c. The game begins with the whistle of the referees and ends with the sound signal of the scoreboard.
- d. The control of the duration of the interval, making an audible warning signal when there are two (2) minutes left.
- e. The control of the timeout granted in each period of play, informing the public which team has requested it.
- f. The control of sanctions to players such as periods of inferiority.

ARTICLE 3 (Absence or replacement of appointed referees - procedures)

1. A match is held, even in the absence of the referee team that had been officially chosen and appointed. If they are absent, a tolerance of thirty minutes will be granted, after which the procedures set out below will be adopted.
 - a. In the absence of the two designated main referees the match will be directed by the auxiliary referee.
 - b. In the absence of one of the designated main referees the match will be directed by:
 - 1) The other main referee, who will be the head of the referee team.
 - 2) The auxiliary referee.
 - 3) If after the start of the match the absent main referee arrives, they will not be able to participate in the match.
 - c. If all designated referees are absent, the delegates of each team will designate one person, according to the following procedures and criteria:
 - 1) If there is one or more referees who are active, the match will be directed by the one who holds the highest category, and in the case of equality, by the oldest.
 - 2) If there are no referees who are active, but if one or more referees are retired, the match will be directed by the one who holds the highest category at the time of their retirement, and in the case of equality, by the one with more experience.
 - 3) In the absence of the above, the match will be directed 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 directed, in each half, by a coach or delegate of each team, taking into account that the referee appointed by the home team will be the referee during the first period of the match, following the same criteria in case of playing an extra time.
2. When due to injury or physical incapacity one of the main referees must leave the match, the following procedures will be followed:
 - a. When the match was being directed by two main referees the substitution is not made and the match will continue to be directed only by the other main referee.
 - b. When the match was being directed by a single referee, their 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 point.

- c. When one or both referees who have started the match decide to interrupt it and terminate it after suffering an assault or for any other reason related to their safety, no other referee can replace them to give continuity to the match.
3. When, simultaneously, the absence of one of the teams occurs and also the absence of all the designated members of the referee team, the official delegate of the team who is present must provide the following procedures and diligences:
 - a. Try to find among the public any 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 over the competition.
 - 2) A leading member of the national federation of affiliation of the club in question.
 - 3) Two suitable people who are in the audience, preferably who have some connection with the discipline of roller hockey.
 - c. The chosen person prepares and signs the documents presented by the official delegate of the team present:
 - 1) The Form relating to the control of the licenses of the team that serves as certification and identification of the relationship presented in the official match report.
 - 2) In the official match report, in addition to identifying the representatives present, will record the events that occurred.
 - d. All these documents of the match will be sent to the institution responsible for the organisation of the competition related to the match.

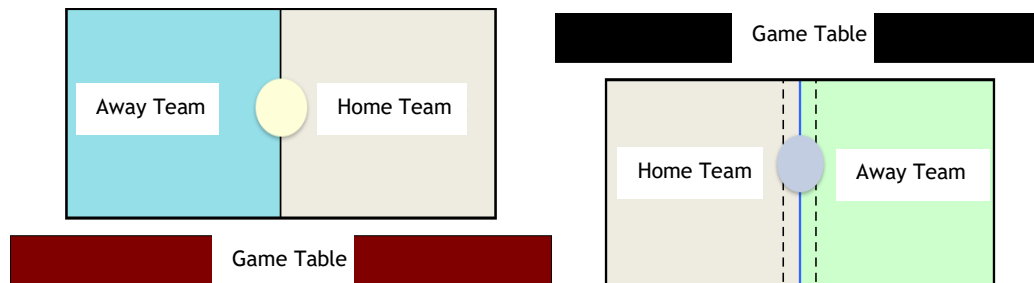
ARTICLE 4 (Evaluation of referees - functions of technical delegates)

1. With the objective of encouraging the development, in technical terms, of international referees, it is the aim of WORLD SKATE-RHTC to:
 - a. Develop and institutionalise a system of observation and evaluation of international arbitrators.
 - b. Recruit, train, select and appoint technical delegates who observe and evaluate the performance of international referees in major international competitions.
 - c. Develop and disseminate a "Performance Manual" for roller 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 WORLD SKATE-RHTC, the technical delegates are responsible for:
 - a. The observation and evaluation of the actions of international referees.
 - b. The preparation of the "Technical Evaluation Report" corresponding to each observation made, where all anomalies, errors and / or infractions committed by the aforementioned referees will be reported and described.

- c. Cooperate with the International Roller Hockey Commission on training initiatives for international roller hockey referees.
3. The Technical Delegate is not authorised to occupy a place at the official game table, having to observe the game in the stands or in a place reserved by the organising entity.

ARTICLE 5 (Acts and procedures preliminary to the match)

1. All members of the referee team designated for each match will arrive at the match venue 90 minutes before the start time of the match.
 - a. They shall be duly equipped and shall ensure compliance with all the acts and procedures defined in the following points.
 - b. Before starting the warm-up of the teams and the main referees on the rink, the auxiliary referee, or in their absence, one of the main referees, has to 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 match report, including the identification of the players' shirt numbers.
 - 2) The colours of the uniform of the players and goalkeepers of each team.
2. The home team occupies the half rink located to the right of the official game table both in the warm-up before the start of the game and in the first half of play or extra time. The visiting team is in charge of the execution of the centre of the first period of the match or extra time.



3. The organising entity of the international competitions, of nations or clubs, will guarantee on the day before the start and if it is not possible, on the morning of the opening day, the availability of the sports facilities of the event so that the participating teams can carry out a training session on the rink for a minimum period of thirty minutes.
4. The space reserved for the warm-up session of the main referees shall be delimited by means of cones, occupying the central strip on each side of the rink, at a distance of approximately one metre from the central dividing line.

5. Under normal conditions, the warm-up sessions of the teams will be completed 15 minutes before the official start time of the match.
6. The playing rink must be available for warm-up for 30 minutes before the start of the match. If there is a delay in the start time of the match, the designated main referees will inform the delegates and captains of each team in advance that:
 - a) There will be a minimum period of 20 minutes for the warm-up.
 - b) The warm-up will be done with their playing uniform.
 - c) They will not be able to go to their changing rooms after the warm-up is over.
7. The referee team must enter the rink 15 minutes before the official start time of the match, 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 goals.
8. The players of each team must enter the rink 10 minutes before the official start time of the match.
9. The entity that has the jurisdiction of the competition can provide 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 team also has the right to provide balls to use 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, delivering it to the main referees after its entry into the rink. In any case, the choice of the ball for the match is always the responsibility of the main referees of the match, in particular if the two captains do not reach an agreement.
11. Presentation of players and referees, greeting 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, ensuring:
 - 1) The presence of all players from each team who will participate in the game.
 - 2) The use of the equipment used during the match, except goalkeepers who do not need to put on helmets or gloves, not allowing the shirt outside of shorts or socks dropped. Players who are on the rink at the time of starting any period must wear the shirt inside the shorts.
 - b. First, the main referee appointed as referee 1 ensures a formal greeting to the authorities and the public present, which must be carried out with reference to the official game table, and for both sides of the rink except when there is only one stand for spectators.
 - c. Then, the names of the players, the head coach of each team and of the referee team of the match are presented.
 - 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 diligences they consider necessary to ensure that the match starts in accordance with the established official schedule.

ARTICLE 6 (Equipment of referees)

1. The equipment of the referees includes:
 - a. Shirt, which shall bear the official insignia on the left side of the chest, taking into account that:
 - 1) In the world competitions they will wear the uniformity provided by WORLD SKATE-RHTC.
 - 2) In continental competitions they will wear the uniformity provided by their continental area.
 - 3) In national competitions they will wear the uniformity provided by their respective National Federation.
 - b. Pants, socks and sneakers with rubber soles.



2. The main arbitrators are obliged to carry the following instruments:
 - a. A whistle.
 - b. Two cards, one being blue and one red.
 - c. A pen and sheet for recording cards and verbal warnings, as well as goals.
3. The colours of the uniform of the referees cannot be confused with the colour of the uniform of any of the teams.
 - a. In matches involving two main referees, they will agree to decide the colour of the uniform to be used among the one provided.
 - b. The auxiliary referee and/or assistant referee may wear a shirt of the same or a different colour from that worn by the main referees.



4. It is allowed to have advertising on the clothing of roller hockey referees:
 - 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 is responsible for the uniform.

ARTICLE 7 (Match reports - necessary procedures)

1. The main referees have to record all major incidents that occurred in the match using the following official forms:
 - a. Official match report.
 - b. Confidential report.
2. In each official match the referees must record in the official match report:
 - a. Place, date, start and end times of the game.
 - 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, indicating specifically the goalkeepers and the captain and the vice-captain.
 - d. Which player scored each goal.
 - e. The role of the other team representatives registered in the game, with their license number or identity document that was used to confirm their identification, as well as their function.
 - f. Disciplinary measures applied by the main referees during matches to players and team representatives, specifying the cards displayed.
 - g. The number of team fouls committed by each team.
 - h. The timeouts requested by each team in each of the playing periods.
 - i. Information on any statement of protest that is presented to the main referees by any of the teams and signed by the team captain.
3. It is also necessary to identify:
 - a. The refereeing team designated for the match.
 - b. The people present at the official game table specifying their functions.

- c. The Technical Delegate appointed for the evaluation of the referees.
4. Immediately after the end of the game, the official match report has to be signed by the team captains.
 - a. If the team captain and/or substitute captain refuse to sign the official match report, the main referees will make a confidential report detailing what happened.
 - b. If the team captain and substitute captain were sent off, the official match report will be signed by the player designated to act as captain.
5. Both members of the main refereeing team designated for the game will sign the official match report after verifying what has been recorded.
6. Confidential report.
 - a. This document is made in situations where it is necessary to send additional information to ensure an accurate, objective and precise description of relevant events that occurred in the game.
 - b. It will always be sent:
 - 1) When a red card is shown, explaining the offences, circumstances and motives, specifically detailing the acts committed and/or the insults given. 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, punches, kicks, blows with the stick, etc., and which part of the body was hit.
 - 2) When a match was not played or situations related to non-conclusion or early termination, clearly indicating what reasons and circumstances determined the decision of the referees.
 - 3) When a delay occurs, explaining the reasons and/or anomalies that have caused it.
 - 4) When there are any deficiencies or irregularities detected by the referees in the protections used by any player and / or goalkeeper, reporting on proceedings taken to rectify the situation and the result of these:
 - a) If the situation was rectified and the player or goalkeeper was authorised to play the match.
 - b) If the situation was not rectified and the player or goalkeeper was not allowed to play the match.
 - 5) Any other relevant matter, such as:
 - a) Delays occurred at the beginning or during the game, and their reasons, including when they are attributable to the main referees.
 - b) Deficiencies of the rink and / or the playing area, problems with the number of police present or possible problems related to the undue presence of people near the changing rooms of the referees, the official game table or the benches of substitutes of any of the teams.

CHAPTER II - SIGNALS

ARTICLE 8 (Signs used by referees)

The lead referees shall use the following signals:

1. Time of possession.

When a team has possession of the ball in its defensive zone, the referees have to count the corresponding time with one of the arms placed at waist height. **When there are possession displays, no signal will be made.**

2. Timeout.

To indicate that a timeout was granted, the referees place their hands in a T shape at head height.



3. Faceoff.

To signal faceoff the referees must raise one arm, with the palm of the hand turned forward and with two fingers wide open, in a V signal, and with the other arm pointing to the place where the faceoff will be taken.



4. Advantage.

To signal the decision to continue the game, the referee places the two arms in a parallel position at an approximate angle of sixty degrees with the body, keeping the palms of the hands up.



5. Warning of passive play.

To warn a team that their possession of the ball time is about to end in 5 seconds, the referees will raise both arms, holding them upright until the ball is shot or until the end of the time allotted to make the shot.



6. Violation in one of the corners.

To signal that the ball should be put into play on a corner of the penalty area, the referee will place the arms above the head, with the hands joined by the tips of the fingers, so that they form a corner.



7. Indirect free hit.

To signal an indirect free hit the referee must keep the two arms in a horizontal position forming an angle of 90 degrees:

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



8. Team foul.

The referee who gives the foul lifts one of the arms straight up and points with the other arm in the direction of the defensive zone of the offending team, so that this team foul is recorded by the official game table.



9. Cards.

a. The referee stands at a distance of around two metres from the offender. They then show the corresponding card with the arm raised in an upright position.



b. After the display of the card, the referees indicate to the official game table the number of the offending player, and if he is not a player, their function in the team.



- c. Finally, the referee indicates to the official game table to which team the offender belongs, pointing to the side of the rink on which the team plays.



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

To signal a goal, the referee has to blow their whistle twice in a short and sharp way, and then goes to the centre of the rink, clearly indicating to the official game table the number of the player who scored.



11. Penalties and direct free hits.

- a. To signal the penalty or direct free hit the referee goes to the penalty spot or direct free hit spot.



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

