



[Amendment 1] Sudden Victory 3-on-3 Extra Time

This is an amendment to the Inline Skater Hockey Official Rule Book published by the IISHF Technical Committee.

Subject

In deviation from rule 8.22.2 and 8.24.1 the IISHF and their National Member Associations can use a “sudden victory 3-on-3” extra time format for their events. This document describes the relevant rules for this extra time format and explains the handling of penalty situations. It also provides operational information for referees and Technical Directors.

Rules

Player counts mentioned below are outfield players only if not specified otherwise and assume that a goalkeeper is on the pitch as well. If rule (5 – ref. 4.2.12) is applied, player counts must be adjusted accordingly.

1. If a game needs to have a winner, then one “sudden victory” overtime period of 5 minutes extra time will be played with 1 goalkeeper and 3 outfield players per team – the game shall be ended as soon as one team scores a goal and the scoring team will be the winner.
2. Overtime is played with stopped time for the complete duration of the overtime – regardless of the clock operation mode decided for the regular playing time. (ref. 8.24.8)
3. If no goal is scored within extra time, then a penalty shoot-out with 5 players per each team will take place. (ref. 8.22.2)
4. Teams will not change ends for the extra time.
5. It is permissible to replace a goalkeeper with an outfield player in the overtime period. (ref. 4.2.12)
6. When regulation time ends, and the teams play 4 on 2, the teams will start the overtime period with 4 on 2. Once player strength reaches 4 on 3 or 4 on 4, at the next stoppage in play, player strength is adjusted to 3 on 2 or 3 on 3, as appropriate.
7. When regulation time ends, and teams play 3 on 3, the teams will start the overtime period 2 on 2. If at the end of regulation time the teams are 2 on 2, the overtime period starts 2 on 2. Once player strength reaches 4 on 3 or 4 on 4, at the next stoppage player strength is adjusted to 3 on 2 or 3 on 3 as appropriate.
8. At no time will a team have less than two outfield players and one goalkeeper on the pitch. Rule (5, ref. 4.2.12) can be applied accordingly.
9. A numerical advantage for a team due to penalties against the opposing team is to be guaranteed. This may require a fourth player to be added in the event penalties are assessed.
10. If a team is penalized in the overtime period, the team plays 3 on 2.
11. In the overtime period, if a team is penalized such that a two-man advantage is called for, then the offending team will remain at two players while the non-offending team will be permitted four players. At the first stoppage after the two-man advantage is no longer in effect, the “numerical strength” of the teams will revert to 3 on 3 or 3 on 2, as appropriate.
12. All rules based on the most recent Inline Skater Hockey Official Rule Book are valid unless explicitly modified by this amendment. This especially includes rules 7.10 (Outstanding Time Penalties), 7.13 (Delayed Penalties), 7.14 (Sequence of Penalties) and 7.15 (Calling of Penalties).



Information for Referees and Technical Directors

Technical Directors and referees are advised to familiarize themselves with these amendments for the “Sudden Victory 3-on-3” extra time format. Technical Directors are requested to inform the participating teams at the event or in the competition about these additional rules and operational procedures.

Handling penalty situations in the overtime period and at the transition from regulation time to extra time can become complex and needs appropriate attention by both referees and the Technical Director. Referees are advised to seek support from the Technical Director in case of inconsistencies.

Referees are required to communicate to the teams the number of players required for the next face-off. They are responsible for controlling that both teams field the correct number of players.

Examples

Please see the list of examples in the appendix to this amendment.

Remarks:

- Column 1 marks the end of regulation time. The row is colored.
- Columns 2 and 3 show the number of outfield players on the pitch at the end of regulation time for Team A and B respectively. We assume that a goalkeeper is on the pitch for each team.
- Column 4 shows the time (regulation time is 2 x 15' for these examples and extra time is 5')
- Columns 5 and 6 show the number of outfield players on the pitch at the specified time for Team A and B respectively. We assume that a goalkeeper is on the pitch for each team. The number of players in columns 5 and 6 are colored blue if there is a deviation from the regular “3-on-3” scheme for the extra time due to penalties being called. The numbers are colored green when the number of players must be reverted to the “3-on-3” scheme.
- Column 7 shows the players in the penalty box at the specified time. XNN is used to mark “running” penalties. (XNN) marks delayed penalties as of rule 7.13. [XNN] marks expired penalties where the player must not leave the penalty box during play because of two other penalties “running” (also see rule 7.13).
- Column 8 contains important comments. Please pay explicit attention to the “no stoppage” and “stoppage” comments.
- Rows are written in bold if referees need to correct the number of players on the pitch due to one team needing a two-player numeric advantage.
- Even numbers are used for players of Team A, odd numbers for players of Team B.

Example #1

Team A goes into extra time with one player in the penalty box (3-on-4). The overtime period starts with 2-on-3 and at the end of the penalty the teams are 3-on-3.

Example #2

Team A goes into extra time with two players in the penalty box (2-on-4). The overtime period starts with 2-on-4. There is no stoppage in play until both penalties have expired, so play continues 4-on-4. With the next stoppage the number of players is reverted to 3-on-3.

Example #3

Team A goes into extra time with two players in the penalty box (2-on-4). The overtime period starts with 2-on-4. When the first penalty expires the play continues 3-on-4. With the next stoppage the number of players is reverted to 2-on-3.



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Example #4

Both teams go into extra time with two players in the penalty box each (2-on-2). The overtime period starts with 2-on-2. There is no stoppage in play until all four penalties have expired, so play continues 4-on-4. With the next stoppage the number of players is reverted to 3-on-3.

Example #5

Both teams go into extra time with two players in the penalty box each (2-on-2). The overtime period starts with 2-on-2. The first three penalties (two for Team A and one for Team B) expire while there is no stoppage, so the play continues 4-on-3. With the next stoppage the number of players is reverted to 3-on-2. The last penalty for Team B expires and the play continues 3-on-3.

Example #6

Team A goes into extra time with three players in the penalty box (2-on-4). The third penalty is a delayed penalty. The overtime period starts with 2-on-4. When the first penalty expires, the player must not leave the penalty box. The third penalty starts. When the second penalty expires, the player must not leave the penalty box. The player having received the first penalty leaves the penalty box and play continues 3-on-4. With the next stoppage the number of players is reverted to 2-on-3 and the player having received the second penalty leaves the penalty box. As soon as the third penalty expires, play continues 3-on-3.

Example #7

Both teams go into extra time with four players on the pitch (4-on-4). The overtime period starts with 3-on-3. Team A receives a penalty and play continues 2-on-3. With the expiration of the penalty, play continues 3-on-3.

Example #8

Both teams go into extra time with four players on the pitch (4-on-4). The overtime period starts with 3-on-3. Team A receives two penalties. With the second penalty the number of players on the pitch is 2-on-4. The first penalty expires, and play continues 3-on-4. With the next stoppage the number of players is reverted to 2-on-3. The second penalty expires, and the play continues 3-on-3.

Example #9

Both teams go into extra time with four players on the pitch (4-on-4). The overtime period starts with 3-on-3. Team A receives two penalties. With the second penalty the number of players on the pitch is corrected to 2-on-4. The first penalty expires, and play continues 3-on-4. The second penalty expires, and play continues 4-on-4. With the next stoppage the number of players is reverted to 3-on-3.

Example #10

Both teams go into extra time with four players on the pitch (4-on-4). The overtime period starts with 3-on-3. Team A receives three penalties. The third penalty is a delayed penalty. With the second penalty the number of players on the pitch is corrected to 2-on-4. When the first penalty expires, the player must not leave the penalty box. The third penalty starts. When the second penalty expires, the player must not leave the penalty box. The player having received the first penalty leaves the penalty box and play continues 3-on-4. With the next stoppage the number of players is reverted to 2-on-3 and the player having received the second penalty leaves the penalty box. As soon as the third penalty expires, play continues 3-on-3.

Example #11

Both teams go into extra time with four players on the pitch (4-on-4). The overtime period starts with 3-on-3. Team A receives three penalties. The third penalty is a delayed penalty. With the second penalty the number of players on the pitch is corrected to 2-on-4. When the first penalty expires, the player must not leave the penalty box. The third penalty starts. When the second penalty expires, the player must not leave the penalty



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box. The player having received the first penalty leaves the penalty box and play continues 3-on-4. When the third penalty expires, the player must not leave the penalty box. The player having received the second penalty leaves the penalty box and play continues 4-on-4. With the next stoppage the number of players is reverted to 3-on-3 and the player having received the third penalty leaves the penalty box.

A handwritten signature in black ink, appearing to read 'Stefan Gehrig', written over a horizontal line.

Stefan Gehrig
Chairman, IISHF Technical Committee

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Example #1	Team A	Team B	Time	Team A	Team B	Penalty Box	Comment
			29:00	3	4	A10	2' Penalty on player A10
End of Regular time	3	4	00:00	2	3	A10	At the start of Overtime
			01:00	3	3	-	Penalty A10 ends - no stoppage

Example #2	Team A	Team B	Time	Team A	Team B	Penalty Box	Comment
			29:00	3	4	A10	2' Penalty on player A10
			29:30	2	4	A10, A20	2' Penalty on player A20
End of Regular time	2	4	00:00	2	4	A10, A20	At the start of Overtime
			01:00	3	4	A20	Penalty A10 ends - no stoppage
			01:30	4	4	-	Penalty A20 ends - no stoppage
			01:45	3	3	-	Stoppage

Example #3	Team A	Team B	Time	Team A	Team B	Penalty Box	Comment
			29:00	3	4	A10	2' Penalty on player A10
			29:30	2	4	A10, A20	2' Penalty on player A20
End of Regular time	2	4	00:00	2	4	A10, A20	At the start of Overtime
			01:00	3	4	A20	Penalty A10 ends - no stoppage
			01:20	2	3	A20	Stoppage
			01:30	3	3	-	Penalty A20 ends

Example #4	Team A	Team B	Time	Team A	Team B	Penalty Box	Comment
			29:00	3	3	A10, B15	2' Penalty on player A10 and 2' Penalty on player B15
			29:30	2	2	A10, B15, A20, B25	2' Penalty on player A20 and 2' Penalty on player B25
End of Regular time	2	2	00:00	2	2	A10, B15, A20, B25	At the start of Overtime
			01:00	3	3	A20, B25	Penalty A10 and B15 ends - no stoppage
			01:30	4	4	-	Penalty A20 and B25 ends - no stoppage
			02:00	3	3	-	Stoppage

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Example #5	Team A	Team B	Time	Team A	Team B	Penalty Box	Comment
			29:00	3	4	A10	2' Penalty on player A10
			29:20	2	4	A10, A20	2' Penalty on player A20
			29:40	2	3	A10, A20, B15	2' Penalty on player B15
			30:00	2	2	A10, A20, B15, B25	2' Penalty on player B25
End of Regular time	2	2	00:00	2	2	A10, A20, B15, B25	At the start of Overtime
			01:00	3	2	A20, B15, B25	Penalty A10 ends - no stoppage
			01:20	4	2	B15, B25	Penalty A20 ends - no stoppage
			01:40	4	3	B25	Penalty B15 ends - no stoppage
			01:45	3	2	B25	Stoppage
			02:00	3	3	-	Penalty B25 ends

Example #6	Team A	Team B	Time	Team A	Team B	Penalty Box	Comment
			29:00	3	4	A10	2' Penalty on player A10
			29:20	2	4	A10, A20	2' Penalty on player A20
			29:40	2	4	A10, A20, (A30)	2' Penalty on player A30 - delayed penalty (Rule 7.13)
End of Regular time	2	4	00:00	2	4	A10, A20, (A30)	At the start of Overtime
			01:00	2	4	[A10], A20, A30	Penalty A10 ends, A10 remains in the penalty box, Penalty A30 starts - no stoppage
			01:20	3	4	[A20], A30	Penalty A20 ends, A20 remains in the penalty box, A10 leaves the penalty box - no stoppage
			01:40	2	3	A30	Stoppage , A20 leaves the penalty box
			03:00	3	3	-	Penalty A30 ends - no stoppage

Example #7	Team A	Team B	Time	Team A	Team B	Penalty Box	Comment
End of Regular time	4	4	00:00	3	3	-	At the start of Overtime
			01:00	2	3	A10	2' Penalty on player A10
			03:00	3	3	-	Penalty A10 ends - no stoppage

Example #8	Team A	Team B	Time	Team A	Team B	Penalty Box	Comment
End of Regular time	4	4	00:00	3	3	-	At the start of Overtime
			01:00	2	3	A10	2' Penalty on player A10
			01:30	2	4	A10, A20	2' Penalty on player A20
			03:00	3	4	A20	Penalty A10 ends - no stoppage
			03:15	2	3	A20	Stoppage
			03:30	3	3	-	Penalty A20 ends - no stoppage

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Example #9	Team A	Team B	Time	Team A	Team B	Penalty Box	Comment
End of Regular time	4	4	00:00	3	3	-	At the start of Overtime
			01:00	2	3	A10	2' Penalty on player A10
			01:30	2	4	A10, A20	2' Penalty on player A20
			03:00	3	4	A20	Penalty A10 ends - no stoppage
			03:30	4	4	-	Penalty A20 ends - no stoppage
			03:45	3	3	-	Stoppage

Example #10	Team A	Team B	Time	Team A	Team B	Penalty Box	Comment
End of Regular time	4	4	00:00	3	3	-	At the start of Overtime
			00:30	2	3	A10	2' Penalty on player A10
			01:00	2	4	A10, A20	2' Penalty on player A20
			01:30	2	4	A10, A20, (A30)	2' Penalty on player A30 - delayed penalty (Rule 7.13)
			02:30	2	4	[A10], A20, A30	Penalty A10 ends, A10 remains in the penalty box, Penalty A30 starts - no stoppage
			03:00	3	4	[A20], A30	Penalty A20 ends, A20 remains in the penalty box, A10 leaves the penalty box - no stoppage
			03:30	2	3	A30	Stoppage , A20 leaves the penalty box
			04:30	3	3	-	Penalty A30 ends - no stoppage

Example #11	Team A	Team B	Time	Team A	Team B	Penalty Box	Comment
End of Regular time	4	4	00:00	3	3	-	At the start of Overtime
			00:30	2	3	A10	2' Penalty on player A10
			01:00	2	4	A10, A20	2' Penalty on player A20
			01:30	2	4	A10, A20, (A30)	2' Penalty on player A30 - delayed penalty (Rule 7.13)
			02:30	2	4	[A10], A20, A30	Penalty A10 ends, A10 remains in the penalty box, Penalty A30 starts - no stoppage
			03:00	3	4	[A20], A30	Penalty A20 ends, A20 remains in the penalty box, A10 leaves the penalty box - no stoppage
			04:30	4	4	[A30]	Penalty A30 ends, A30 remains in the penalty box, A20 leaves the penalty box - no stoppage
			04:45	3	3	-	Stoppage , A30 leaves the penalty box