

IISHF Technical Committee

Report and Rules of the Game
2016/**2017** and **2018**/2019



Internals



New member in 2016



Marco Eicher

- from Switzerland
- representing the Swiss Federation
- replaced Jonathan Römer



Collaboration



- we switched to Basecamp (basecamp.com)
- Basecamp is an online collaboration platform featuring
 - message boards
 - private chats
 - group chats
 - calendar
 - to-do lists
 - documents and files
- ... and we're still learning how to use it best for our needs



Flashback 2016



Three non-playing rules



- AT: No kit check for adult age groups
 - we'll come back to that one later
- DK: New format to decide tied games
 - tested in Denmark at Veterans and Women Cup with great success
- AT/DE: Problems with international balls
 - the TC is not aware of the outcome



Approval of Equipment





2016-01-IISHF-GK-Textile-Cover

The IISHF Technical Committee hereby grants the permission to use textile covers on goalkeepers' leg guards according to rule 5.1.3 of the "Official Rule Book 2016/2017" under the following circumstances:

- The covers must not increase the size of the leg guards significantly. Leg guards must still comply with rule 5.15.1 after applying the covers which especially means that the width of 30.5 cm must not be exceeded.
- Nothing must be placed in between the leg guards and the covers
- The primary purpose of the covers is either of cosmetic nature (e.g. representing team colors, team logos or advertisement) or it is to protect the leg guards from wear and damage.
- The covers must not pose any threat to the venue and/or to other players.

Leg guards modified as described above are generally allowed to be used in all Inline-Skaterhockey games governed by the IISHF or any of its member associations. **This permission may be withdrawn by the IISHF Technical Committee at any time.**

As per rule 5.1.7 of the "Official Rule Book 2016/2017" a Technical Director, a kit check referee or a referee can disallow using a modified leg guard if the modification does not meet the requirements as stated above.

Specification

Type of equipment: Goalkeepers' leg guards (rule 5.15 "Official Rule Book 2016/2017")

Type of modification: Textile cover

Reason for modification: Display team colors, team logos or advertisement and protected equipment from wear and damage

Example



Image courtesy of Marcel Saalbach <m.saalbach84@web.de>


Stefan Gehrig
Chairman, IISHF Technical Committee



2016-02-IISHF-GK-Rollerfly

The IISHF Technical Committee hereby grants the permission to use **Rollerfly Hockey Goalie Slide Plates** on goalkeepers' leg guards according to rule 5.1.2 and 5.1.3 of the "Official Rule Book 2016/2017" under the following circumstances:

- The slide plates are manufactured by **Rollerfly** (<http://rollerfly.com>), are unaltered and are attached to the leg guards as required by the manufacturer.
- **The use of metal balls is allowed only on outdoor venues with a concrete, tarmac, paving stone or any other rough surface. On all other venues only plastic balls are permitted.**
- The slide plates must be securely fastened to prevent them from falling off during play.
- The slide plates must be in reasonable condition. Missing or damaged balls must be replaced prior to using them on the pitch. Sharp edges must be covered with tape. Broken slide plates must not be used.
- The slide plates must not increase the size of the leg guards significantly. Leg guards must still comply with rule 5.15.1 after applying the slide plates which especially means that the width of 30.5 cm must not be exceeded.
- The slide plates must not pose any threat to the venue and/or to other players

Leg guards modified as described above are generally allowed to be used in all Inline-Skaterhockey games governed by the IISHF or any of its member associations. **This permission may be withdrawn by the IISHF Technical Committee at any time.**

As per rule 5.1.7 of the "Official Rule Book 2016/2017" a Technical Director, a kit check referee or a referee can disallow using a modified leg guard if the modification does not meet the requirements as stated above.

Specification

Type of equipment: Goalkeepers' leg guards (rule 5.15 "Official Rule Book 2016/2017")

Type of modification: Attached slide plates

Manufacturer: Rollerfly (<http://rollerfly.com>)




Stefan Gehrig
Chairman, IISHF Technical Committee



2016-01-IISHF-GK- Textile-Cover





2016-02-IISHF-GK- Rollerfly





Non-rules proposal



Kitchecks

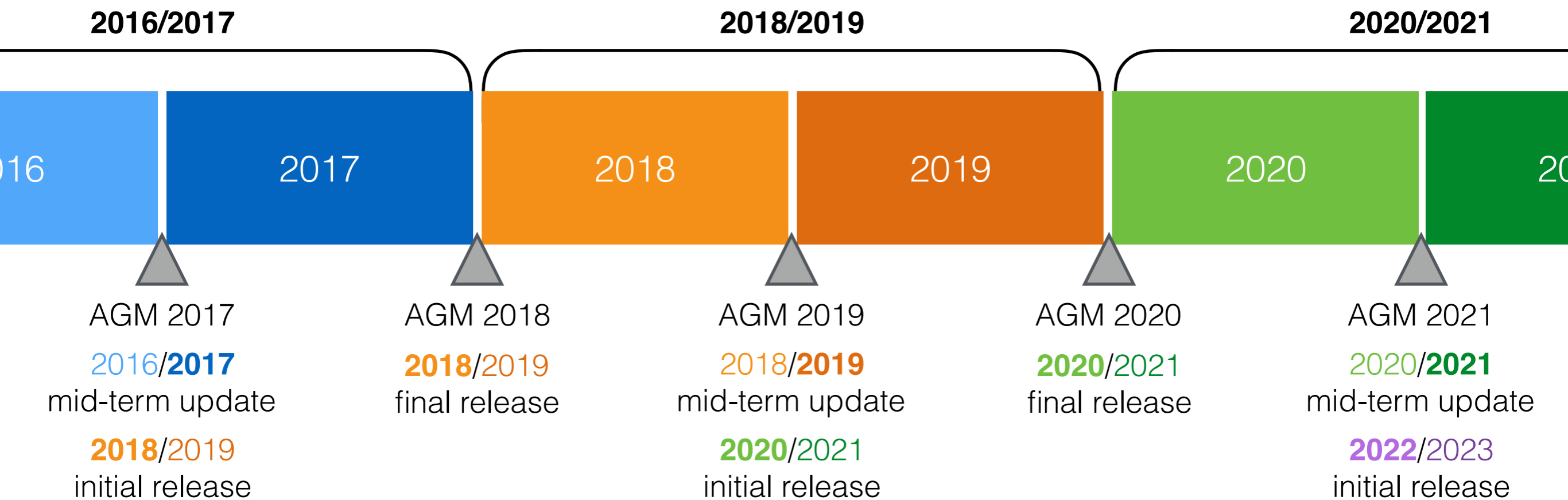
- TC proposes to remove the mandatory kit checks from the tournament regulations of all events in the men, veterans and women age group
- goalkeepers' face masks still need approval
- TC proposes to add to the tournament regulations for events in these age groups, that all teams **MUST** bring their goalkeepers' face masks to the managers meeting to be inspected by the referee supervisor and/or TD



Rules of the Game

release process





- rule changes only every **even** year
- mid-term updates every **odd** year - just clarifications and error corrections
- rule book releases one year in advance (**initial release**)
- „last minute“ clarifications and error corrections on rule book possible prior to release (**final release**)



Rules of the Game

2016 / **2017**

mid-term update for 2017



7.13.2 Delayed Penalties

- clarification for a pretty complicated and rare situation
- 7.13.2 talks about the sequence of delayed penalties
- it explicitly describes the handling but only in cases where there are stoppages of play
- it lacks a description on how to proceed when there is no stoppage of play



7.13.2 with stoppage of play



Simulation

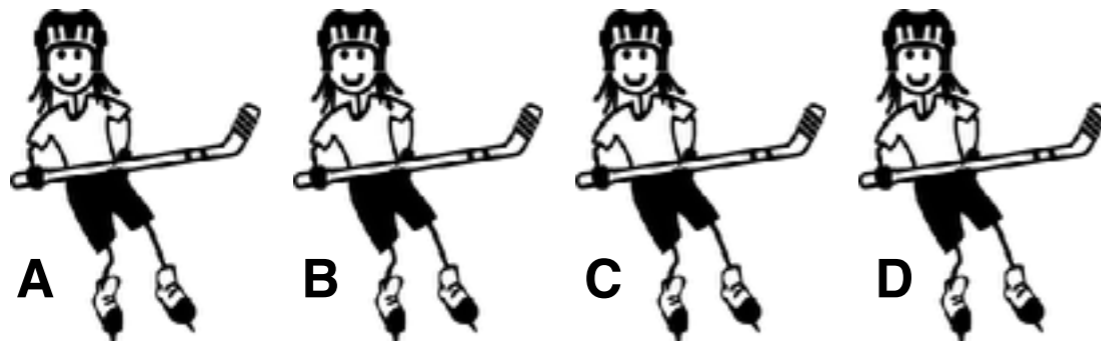
01:00	01:30	02:00
01:00	01:30	03:00
03:00	03:30	05:00


Running

Stopped

03:15

Penalty Bench



Regular two penalties
situation now - 



7.13.2 without stoppage of play

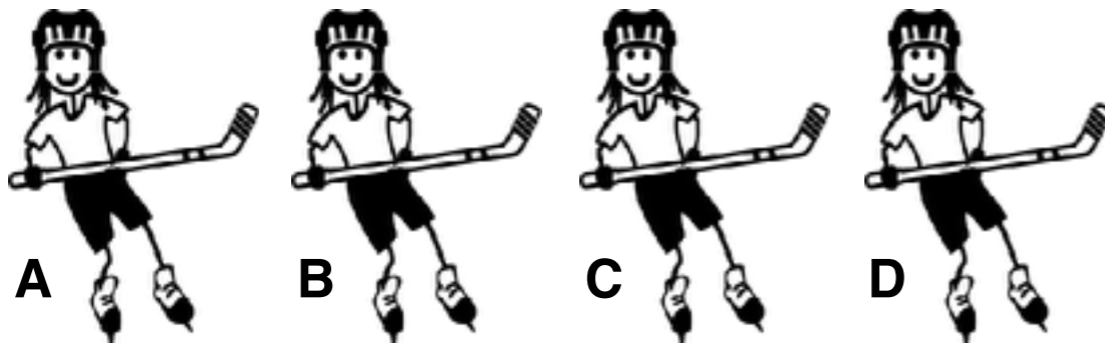
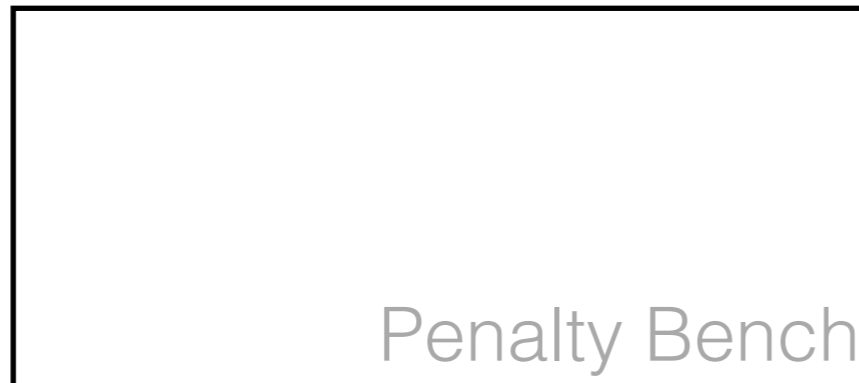


Simulation

01:00	01:30	02:00
01:00	01:30	03:00
03:00	03:30	05:00

Running

Stopped



Who's going back
onto the pitch?
Player D or player C? 🤔



The rules are not clear
about this...



It makes sense to handle
this FIFO-style: first-in,
first-out!



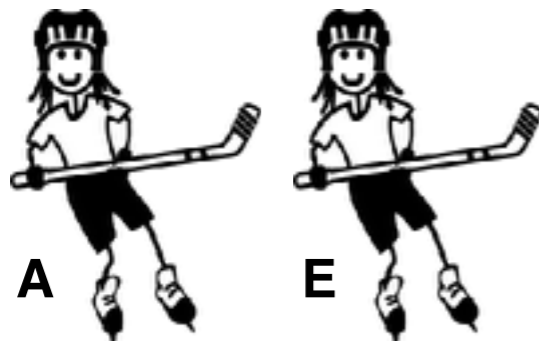
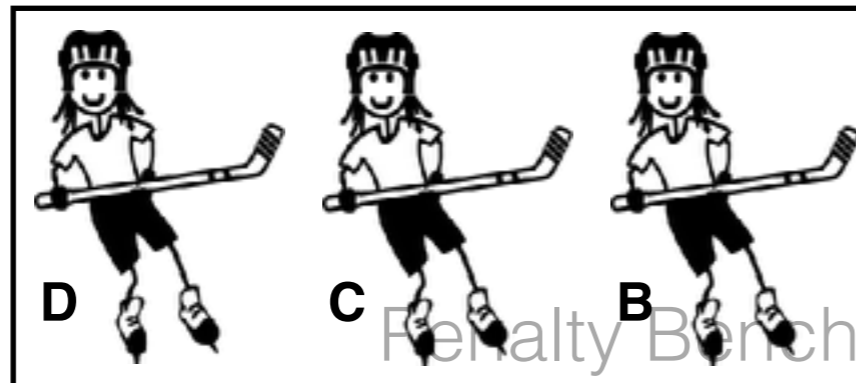
Simulation

01:00	01:30	02:00
01:00	01:30	03:00
03:00	03:30	05:00

Running

Stopped

05:15



Problem solved - 



7.13.2 Delayed Penalties

7.13.2 The sequence for operating delayed penalties is as follows:

- ▶ When the penalty time of one of the two penalized players has elapsed, then the penalty time of the third penalized player starts. When the first penalized player's time has elapsed, at the next stoppage of play the player may return to the player's team. The game will re-start with three players (one goalkeeper and two outfield players or three outfield players). In case there is no stoppage of play, the player has to remain on the penalty bench until the next stoppage of play or until the second penalty has elapsed.
- ▶ When the next penalty time has elapsed then the player whose time has elapsed may return to the pitch. The player does not have to wait for a stoppage in play. If the player whose penalty has elapsed first is still on the penalty bench because there has not been a stoppage of play that would have allowed the player to leave the penalty bench, this player returns to the pitch instead. The player whose penalty has elapsed second must remain on the penalty bench until the next stoppage of play where he can return to the player's bench or until the third penalty has elapsed.
- ▶ When the third penalty time has elapsed then the player may return to the pitch. If the player whose penalty has elapsed second is still on the penalty bench because there has not been a stoppage of play that would have allowed the player to leave the penalty bench, this player returns to the pitch instead. The player whose penalty has elapsed third must remain on the penalty bench until the next stoppage of play where he can return to the player's bench.



That's it for 2017!



Rules of the Game

2018 / 2019

initial release for 2018



5.14.1 Goalkeeper's Helmet and Face Mask

- there are tons of different face masks for goalkeepers
- they are all manufactured according to standards set by the IIHF or other ice hockey related organisations (such as professional leagues, or professional association)
- we have to adopt



5.14.1 Goalkeeper's Helmet and Face Mask

- 5.14.1 All goalkeepers must wear a full-face mask with a hockey helmet, or a goalkeeper's full-face head protector. Goalkeeper's facemasks shall be constructed in such a way that the ball or the blade of a stick shall not get through it.



5.14.1 Goalkeeper's Helmet and Face Mask

- we are aware that this seems to be a rather drastic measure
- keep in mind: all equipment must be certified for either ice, inline or inline-skaterhockey
- this still ensures that player's safety is first!





8.2.1 Ball touching referee

- current rule differs from 8.10.20 g)
- a team could gain an unfair advantage by shooting the ball „at the referee“ to get a face off in front of the opposing net
- the change just modifies the location of the subsequent face off



8.2.1 Ball touching referee

- 8.2.1 If the ball touches the referee, or the referee gets in the way of a player in possession of the ball, and if as a result of this, the referee considers that one team has gained an unfair advantage then the referee shall order a face-off. The face-off shall be taken **at a point nearest to where the ball was last touched by a player, where this occurred** unless within the goal area, then at the nearest face-off spot.



8.11.5 & 8.11.7

Goalkeeper's Rights

- 8.11.5 and 8.11.7 called for just a free-hit
- 8.11.9, 8.11.10, 8.11.11 and 8.11.12 calls a free-hit as well but they all also have the „last two minutes of the game“ modification which calls for a penalty shot instead of the free-hit
- this has been aligned



8.11.5 & 8.11.7

Goalkeeper's Rights

8.11.5 A goalkeeper is only allowed to pick up, hold or carry (maximum 2 m) the ball for a maximum of 3 seconds in the area between the Goal Line and Goal Area Line.

INFRINGEMENT: Free-hit, except within the last two minutes of the game or the last two minutes of overtime, then penalty shot.

8.11.7 A goalkeeper is only allowed to throw the ball along the ground in the area between the Goal Line and Goal Area Line but is permitted to palm down or slap away a ball in any direction.

INFRINGEMENT: Free-hit, except within the last two minutes of the game or the last two minutes of overtime, then penalty shot.



8.24.11 „Early Break“

- during a game situations may occur that require a significant amount of time to be solved
 - player injury
 - damages to the venue (e.g. boards)
 - damages to game equipment (e.g. goals, game clock)
- previously referees had no option to send the teams off for an „early break“ to save time



8.24.11 „Early Break“

- new rule allows referees to call for this „early break“
- if at least 2/3 of the period (all but the last period - obviously) have elapsed
- game will be restarted with teams on the same ends as before
- after the time left over from the previous period has elapsed, teams will change ends and game will be restarted with a centre point face off



8.24.11 „Early Break“

8.24.11 If an incident occurs that requires the referees to stop the game at any point after at least two thirds of the nominal playing time of a period, except for the last period, and it is likely that the reason for the stoppage requires more time (e.g. player injury, damages to the venue or game equipment etc.), the referees may call for an early break. It is solely at the discretion of the referees to call for an early break. Rule 8.24.12 will apply accordingly and the duration of the break will be the same as for a regular break.

The remaining playing time will be added to the next period. Therefore, this rule only applies to periods other than the last period of a game.

The teams will continue the game after an early break on the same ends they were on in the previous period. As soon as the remaining time from the previous period has elapsed, the referees will call for a stoppage of play. The game will be restarted immediately with a centre point face off and teams have to change ends according to 8.24.10.



And that's it for 2018!



On behalf of the **IISHF Technical Committee**

Dee Dalton (GB)
Patrick Zilmans (NL)
Laurin Rauter (AT)
Marco Eicher (CH)
Claes Frédér (DK, VC)
Stefan Gehrig (DE, C)

thank you for your attention and
your confidence in our work!



Questions?



Thank you again for
your support.

