

International Inline Skaterhockey Federation



IISHF Rules Bulletin 01-2009

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Topics:

1. IISHF Officiating Standard 2009

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IISHF game officials have been instructed to implement this Officiating Standard in IISHF Championships and competitions thus helping the IISHF to bring the game of Skaterhockey to a level where the skills of the players determine the winner and create a high level of performance on the pitch for the spectators and the promotion of our sport.

The IISHF goal is to strive for consistent implementation of the rules within the IISHF Rule Book in order to **eliminate restraining fouls** such as hooking, holding and interference plus **dangerous types of actions** such as checking to the head and neck area, checking from behind and low hits such as kneeing or tripping.

The rules that are applied to the game are intended to create **a safe environment** where players effectively can use their skills and enjoy the freedom to compete based on the principle of **“Fair Play & Respect”**.

The main principles of penalty assessment are:

Obvious: It is clear that the infraction has been committed.

Benefit: One Team benefits from the infraction.

Injury: An Injury results or could result from the infraction.

Hooking

The stick should be used to propel, shoot or pass the ball or to check (lift) an opponent's stick that has control of the ball.

A player cannot use his stick against his opponent's body (ball carrier or not ball carrier) for the purpose:

- To gain positional or distance advantage or to slow him down by:
 - Placing the blade or shaft of his stick in front of or on the side of the ball carrier's body and making no attempt to play the ball.
 - Extending his stick on the opponent's body in front or aside to force the opponent to go around him skating backwards or skating forwards.
 - Using the stick on the opponent's body from either beside or from behind to get an advantage while on a one-on-one dash for a loose ball by either player.
- To restrain or impede the progress of the opposing player.
- To reduce the opponent's ability to pass or shoot the ball by placing the stick (poking, tagging or jabbing) on the hands or arms of the ball carrier.
- To reduce his playing skills by hooking the hands of the opposing player.

Such actions shall be penalized as **hooking**.

Holding

A player is not allowed:

- To grab or hold the opponent with the free arm or hands or even with the stick hand that restrains or impedes the opponent's movement or reduces his ability to advance.
- To hold his opponent at the boards ("pin" or "pinning") with his body, arms, stick or knee restraining his movement and making no attempt to play the ball.
- To grab the opponent's jersey.

These illegal tactics shall be penalized as **holding**.

Interference

A player is entitled to the playing surface he occupies as long as he is able to maintain his own skating speed and body positioning between the opponent and the loose ball.

A player not in control or in possession of the ball may not be hit or checked by an opposing player using his body, stick or hand.

Where two players are attempting to gain possession of or skating to a loose ball and contact each other it is a part of the game and no penalty should be called for interference unless one of the players attempt to take out the opponent.

In many situations the action may occur away from the area of the ball that prevents a player from attempting to reach a loose ball or position himself where he can receive a pass from a teammate or impedes his progress.

In Front of the Net

The player is **not** allowed to:

- Knock down an opponent being in control in control of the ball or not.
- Grab the jersey and pull down the opposing player.
- Place the stick between the legs “twisting” him or impeding a player’s movement.
- Cross Check the opponent.
- Slash the opponent’s legs.

The player is allowed to:

- Use his body strength to uphold the playing surface he occupies.

The illegal tactics could be classified as interference, cross-checking, hooking, holding, tripping or slashing, depending on the type of action and shall be penalized accordingly.

Dangerous Actions

Dangerous types of actions such as

- Checking to the head and neck area.
- Checking from behind.

- Low hits

will be strictly penalized according to the IISHF Rulebook.

If the player, in the process of checking his opponent drives his shoulder, hand, forearm or hands with the stick in an upwards action in order to make a check to the head or neck area, this action should be classified as CHECKING TO THE HEAD AND NECK AREA and penalized accordingly.

Kicking Actions

The IISHF referees will be instructed to penalize action of a player who uses his leg or foot to knock or kick an opponent's feet from under him, or pushes an opponent's upper body backward with an arm or elbow, and at the same time with a forward motion of his leg, knocks or kicks the opponent's feet from under him.

Such actions will be classified as **Kicking** and IISHF Referees will be penalized according to IISHF Rule Book Rule 8.12.18.

Protection of the Goalkeeper

The IISHF referees will be instructed to penalize illegal actions of the attacking players such as:

- Jabbing or slashing the goalkeeper's glove after he has covered the ball.
- Knocking the goalkeeper's stick out of his hands.

Such actions will be penalized as **slashing** or **interference**.

Fighting and Roughing

A fight shall be deemed to have occurred when at least one player (or goalkeeper) punches or attempts to punch an opponent **repeatedly** or when two players wrestle in such a manner as to make it difficult for the Referees to intervene and separate the combatants.

A single blow that may or may not reach its target will not be deemed a fight but may still be severely penalized according to Rule 8.12.3.

The Referees are provided very wide latitude in the penalties with which they may impose under this rule. This is done intentionally to enable them to differentiate between the obvious degrees of responsibility of the participants either for starting the fighting or persisting in continuing the fighting.

Injury

The severity of any penalty, based upon the degree of violence of the action, shall be at the discretion of the Referee.

There is an huge amount of judgment involved in the application of the term 'Injury' by the Referees.

The Referees will assess any injury situation during stoppage of play immediately after the situation. This means that any foul may be assessed as causing injury even though the injured player returns to play later in the game.

Any foul assessed to cause injury cannot be changed when the game restarts. Any injured player, however, that clearly in the Referee's opinion has simulated an injury will be given a Misconduct penalty according to Rule 8.12.19.

In some cases an injury may only have been avoided due to pure luck. This must be taken into account when assessing a foul-related injury; especially with Boarding, Checking from Behind, Butt-Ending, Checking to the Head and Kneeing calls. E.g. hitting an opponent knee first at full speed would be a case where ligament injuries are very likely.

There are obvious incidents causing a player to be taken to the hospital due to a foul. Blood in itself is not a catalyst for a penalty. A player may bite his or her own cheek, tongue or lip.

After stoppage of play the Referee shall wait for the final result (injury or not) and only then make his final decision – i.e. not being pre-judgmental according to his or her initial reaction.

Prepared for by IISHF Rules Committee

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Penalty Reference

Foul Play	Level	Rule	Code	Remarks	2'	5'	5'+GM	MP	GMP	10'	PS	Goal	
Interference	0	8.12.1	A		X								
Holding	0	8.12.5	E		X								
Charging	1	8.12.2	B		X	X							
				With injury		X	X	X	X				
Fighting/Roughing	1	8.12.3	C	Unnecessary roughness	X	X	X						
				Grabbing or pulling mask or hair		X	X						
				Gloves off								X	
				Fight instigator					X	X			
				Retaliating/defending	X	X	X						
				"3rd man in" – intervention			X						
				Excessive violence							X	X	
Cross-Checking	1	8.12.4	D		X	X							
				With injury		X	X	X	X				
Slashing	1	8.12.7	G		X	X							
				With injury		X	X	X	X				
				Swinging stick in incident			X	X	X				
Tripping	1	8.12.8	H		X	X							
				With injury		X	X	X	X				
				On break-away additionally								X	
				On break-away with empty net									X
Hooking	1	8.12.9	I		X	X							
				With injury		X	X	X	X				
				On break-away additionally								X	
				On break-away with empty net									X
High sticking	1	8.12.10	J		X	X							
				With injury		X	X	X	X				

Foul Play	Level	Rule	Code	Remarks	2'	5'	5'+GM	MP	GMP	10'	PS	Goal	
Elbowing	1	8.12.11	K		X	X							
				With injury		X	X	X	X				
Boarding	1	8.12.13	M		X	X							
				With injury		X	X	X	X				
Checking from behind	2 (1)	8.12.12	L	Pushing	X	X							
				Body check		X							
				With injury			X	X	X				
Kneeing	2	8.12.15	O			X							
				With injury			X	X	X				
Checking to the head and neck area	2	8.12.17	Q			X							
				With injury			X	X	X				
Spearing	3	8.12.6	F	Attempt		X							
				Actual action			X	X	X				
				With injury					X				
Butt-ending	3	8.12.14	N	Attempt		X							
				Actual action			X	X	X				
				With injury					X				
Head-butting	4	8.12.16	P	Attempt				X					
				Actual action					X				
Kicking	4	8.12.18	R					X					
Diving		8.12.19	S							X			