



**International Inline Skater Hockey Federation**

**Rules Bulletin**

**2011**

March, 2011

# 2011 IISHF RULE EMPHASIS BULLETIN

## IISHF OFFICIATING STANDARD

IISHF game officials implementing this Officiating Standard in IISHF Championships and competitions help 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 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.

The 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 the opponent not in control of the ball.
- 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 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 and
- 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 tripping and IISHF Referees according to IISHF Rule Book Rule 8.12.18 will penalize such actions.

## **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**.

## IISHF Rules Changes

The IISHF Rulebook has gone through major changes during the past years. It is, however, more or less stabilized encouraging only minor changes that may be classified as clarifications. Below you will find the changes to the 2011 Rulebook as decided by the membership countries at the Annual General Meeting in February, 2011.

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## 5. Players' Dress and Equipment

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### 5.1 Equipment

5.1.1 All protective equipment must meet approved certified international standards for ice-hockey, inline-hockey or inline-skaterhockey.

5.1.2 Only The IISHF Technical Committee is authorized to approve equipment according to the standards for inline-skaterhockey.

5.1.3 All equipment used must not be modified or altered in any way unless granted an explicit written permission from the IISHF Technical Committee.

The Technical Committee's main purpose will be to fulfill the requirements generated by the changed rules 5.1.2 and 5.1.3 which means that the Technical Committee may approve any piece of equipment to be used in Inline-Skaterhockey games and it may grant the permission to use somehow modified or altered equipment. The IISHF currently lacks such an institution and it's sometimes quite unclear if specific equipment is allowed to be used in Inline-Skaterhockey games. Following the discussion on a Danish rules proposal to allow goalkeepers to modify their pads so that they are protected from wear and damaged when used outdoors, it became obvious that no rule change can be as specific as needed to allow only what was intended without opening the doors for misuse. This resulted in the call for a single authority that may decide if a piece of manufactured equipment or the modification of a piece of manufactured equipment adheres to the Rules of the Game and may be used in an Inline-Skaterhockey game.

The members of the Technical Committee shall be selected by the IISHF presidium as soon as the exact workflow and the requirements have been defined. The Technical Committee shall start its work sometime this year and member countries will be notified when the Committee has been put into work.

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## 7.6 Game Misconduct penalty (GM; yellow and red card)

- 7.6.1 A game misconduct penalty (showing of a red and yellow card by the referee) the referee shows both a red and yellow card; in exceptional circumstances the referees may inform the offending team's captain or assistant captain verbally about the penalty) can either be directly imposed on a player or team official or automatically imposed on a player on the second major penalty or second misconduct penalty.

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## 7.7 Match penalty (MP; red card)

### During a Game

- 7.7.1 A match penalty during a game (showing of a red card by the referee) the referee shows a red card; in exceptional circumstances the referees may inform the offending team's captain or assistant captain verbally about the penalty) involves the suspension of the offender for the remainder of the game and the offender shall be ordered to the dressing room immediately. The player is suspended from playing for 2 further games. The player may then play again.

For International games the player will receive a fine from the IISHF. For domestic games the National Member Association's disciplinary rules on any further punishment will apply.

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## 7.8 Gross Match penalty (GMP; black card)

### During A Game

- 7.8.1 A gross match penalty (showing of a black card by the referee) the referee shows a black card; in exceptional circumstances the referees may inform the offending team's captain or assistant captain verbally about the penalty) involves the suspension of a player for the remainder of the game and the offender shall be ordered to the dressing room immediately. The player cannot play in any further games until the proper authorities have dealt with the player's case (disciplinary proceedings).

For IISHF games the player will receive a fine from the IISHF and possible suspension for a period of time. For domestic games the National Member Association's disciplinary rules and punishments will apply.

If there is a situation on the pitch which does not allow a referee to show an offender the required cards according to the rules, the referee may inform the offending team's captain or assistant captain verbally about the penalty. Such situations may include incidents where the offender has been injured or the offender has already left the pitch. Also incidents involving many players such as brawls or fights may deny the referee the opportunity to show each offending player the respective cards individually.

This rule change must be considered to be used only in exceptional circumstances and should not replace the showing of the cards in non-exceptional situations.

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### 8.3 Ball out of Play

8.3.1 No player shall directly shoot the ball (unless deemed a shot on goal), hit the ball with the stick or hand, throw the ball over the boards, or hit the ball at the ceiling during play.

When the ball hits an object that extends into the playing surface above the maximum height of the boards and if the overall game situations changes due to this deflection or if the ball has been deflected before leaving the playing surface, the referee shall blow the whistle to stop play. The game shall be restarted with a face-off from a point nearest to where the ball was last touched, unless within a goal area, then at the nearest face-off spot, otherwise:

**INFRINGEMENT: Free-Hit, except in the last two minutes of a game or the last two minutes of overtime, a minor penalty (2') shall be imposed on the offending team.**

The rule has been rephrased to be more specific and remove any ambiguity. The rule has been extended to include sports-venue-specific equipment when considering a deflected ball.

#### 8.12.10 HIGH STICKING

A "High Stick" is one that is carried above the height of the player's shoulders. Players and goalkeepers must at all times be in control of, and responsible for, their stick.

a) A player who carries or holds the stick, or any part of it, above the height of the player's shoulders and that makes contact with a player or official shall be given,

at the discretion of the referee, a:

▶ Minor penalty (2')

or

▶ Major penalty (5')

b) A player who injures an opponent or an official as a result of High Sticking shall be given, at the discretion of the referee, a:

▶ Major penalty (5')

or

▶ Major penalty and game misconduct (5'+GM)

or

▶ Match penalty (MP; red card)

or

▶ Gross match penalty (GMP; black card)

c) No player may play or attempt to play the ball above shoulder height with any part of the stick.

▶ Free-hit only if the non-offending team loses control of the ball as a direct result of the infringement (rule 7.15.2).

▶ If a real scoring opportunity has been impeded: penalty shot instead of a free hit

If a player uses a high stick (stick above the player's shoulder) to hit a ball and denies a clear scoring opportunity by doing this, the referee must grant a penalty shot to the non-offending team instead of a free-hit. An example might be that a player hits a ball that descends into the empty net.

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## 8.14 Goal Cage Moved

- 8.14.1 When a goal cage becomes displaced by accident and the play is away from the goal area, the referee shall re-position the goal cage without stopping the game. If the play is in or near the goal area, the game shall be stopped to re-position the goal cage and the game re-started with a face-off.
- 8.14.2 No **defending** player shall deliberately displace **the their own** goal cage.
- INFRINGEMENT: Minor penalty (2')**
- If an opposing player is in a real scoring position then penalty shot in addition (exception rule 8.14.3 automatic goal given).**
- If the offence occurs in the last two minutes of the game or the last two minutes of overtime: penalty shot in addition to the minor penalty (exception rule 8.14.3).**
- 8.14.3 When an **opposing defending** player deliberately displaces **the their own** goal cage and the ball misses the goal cage instead of a goal being scored, then a goal shall be awarded by the referee in addition to the minor penalty.
- 8.14.4 When the goal cage becomes displaced by accident and the ball misses the goal cage instead of a goal being scored, then a goal shall be awarded by the referee.

Both rules have been clarified so that the referee must only call a penalty if a defending player displaces his own goal.

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## 8.19 Leaving the players Bench / Entering the pitch

- 8.19.1 No player **or team official** may leave the players bench at any time when there is a dispute on the pitch.
- INFRINGEMENT: Misconduct penalty (10'; yellow card).**

### Rules interpretation

#### *Restart game after injury*

If a referee stops the game because of an injured player the game must be restarted at the point where the ball was last touched. Moving the face-off to the center line or to any other face-off-spot other than the one determined by the position the ball was last touched is prohibited.

#### 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 a 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.