Technical Rules of Rink-Hockey 2011
# Summary/Contents

<table>
<thead>
<tr>
<th>Section</th>
<th>Pages</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>INTRODUCTION</strong></td>
<td>Page 2</td>
</tr>
<tr>
<td><strong>CHAPTER I - PREMISES OF THE GAME – RINK MARKINGS AND INSTRUMENTS</strong></td>
<td></td>
</tr>
<tr>
<td>ARTICLE 1 PREMISES – DEFINITION</td>
<td>Page 3</td>
</tr>
<tr>
<td>ARTICLE 2 THE RINK</td>
<td>Pages 3 and 4</td>
</tr>
<tr>
<td>ARTICLE 3 MARKINGS ON THE RINK</td>
<td>Pages 4 - 6</td>
</tr>
<tr>
<td>ARTICLE 4 THE GOAL CAGE</td>
<td>Pages 6 - 9</td>
</tr>
<tr>
<td>ARTICLE 5 THE BALL</td>
<td>Page 10</td>
</tr>
<tr>
<td>ARTICLE 6 ADVERTISEMENT ON THE RINK AND ON THE INNER SIDE OF THE FENCE</td>
<td>Page 10</td>
</tr>
<tr>
<td><strong>CHAPTER II - REFEREEING – OFFICIAL TABLE AND TEAM RESERVE BENCHES</strong></td>
<td></td>
</tr>
<tr>
<td>ARTICLE 7 REFEREEING AND TIMEKEEPING OF INTERNATIONAL COMPETITIONS</td>
<td>Page 11</td>
</tr>
<tr>
<td>ARTICLE 8 REFEREEING AND TIMEKEEPING OF NATIONAL COMPETITIONS</td>
<td>Page 11</td>
</tr>
<tr>
<td>ARTICLE 9 MAIN REFEREES DUTIES</td>
<td>Pages 11 and 12</td>
</tr>
<tr>
<td>ARTICLE 10 ASSISTANT REFEREE DUTIES</td>
<td>Page 12</td>
</tr>
<tr>
<td>ARTICLE 11 GAME OFFICIAL TABLE – TIMEKEEPING AND DUTIES OF THE TIMEKEEPER</td>
<td>Pages 12 and 13</td>
</tr>
<tr>
<td>ARTICLE 12 EVALUATION OF REFEREES – TECHNICAL DELEGATES DUTIES</td>
<td>Page 13</td>
</tr>
<tr>
<td>ARTICLE 13 GAME OFFICIAL TABLE AND RESERVE BENCHES</td>
<td>Pages 13 - 15</td>
</tr>
<tr>
<td><strong>CHAPTER III - REFEREES – EQUIPMENT USED, SIGNS AND MATCH REPORT</strong></td>
<td></td>
</tr>
<tr>
<td>ARTICLE 14 UNIFORM AND ACCESSORIES USED BY REFEREES IN THE GAME</td>
<td>Pages 16 - 18</td>
</tr>
<tr>
<td>ARTICLE 15 REFEREES' SIGNS</td>
<td>Pages 18 - 22</td>
</tr>
<tr>
<td>ARTICLE 16 MATCH REPORT</td>
<td>Pages 23 and 24</td>
</tr>
<tr>
<td><strong>CHAPTER IV - EQUIPMENT, PROTECTION AND TOOLS USED BY PLAYERS</strong></td>
<td></td>
</tr>
<tr>
<td>ARTICLE 17 BASIC PLAYER’S EQUIPMENT</td>
<td>Pages 25 and 26</td>
</tr>
<tr>
<td>ARTICLE 18 COMPULSORY GOALKEEPERS’ PROTECTION EQUIPMENT</td>
<td>Pages 26 - 29</td>
</tr>
<tr>
<td>ARTICLE 19 OPTIONAL PLAYERS’ PROTECTION EQUIPMENT</td>
<td>Pages 29 - 31</td>
</tr>
<tr>
<td>ARTICLE 20 ADVERTISING ON PLAYERS’ EQUIPMENT</td>
<td>Page 31</td>
</tr>
<tr>
<td><strong>CHAPTER V - PLACEMENT OF TEAMS – BREAKING A TIE</strong></td>
<td></td>
</tr>
<tr>
<td>ARTICLE 21 PLACEMENT OF TEAMS AND RULES FOR BREAKING A TIE</td>
<td>Page 32</td>
</tr>
<tr>
<td><strong>CHAPTER VI - APPROVAL, ENTRY IN FORCE AND FUTURE CHANGES</strong></td>
<td></td>
</tr>
<tr>
<td>ARTICLE 22 RINK-HOCKEY REGULATIONS – APPROVAL, ENTRY IN FORCE AND FUTURE CHANGES</td>
<td>Page 33</td>
</tr>
<tr>
<td>Attachment 1 - MATCH REPORT</td>
<td>Page 35</td>
</tr>
<tr>
<td>Attachment 2 - MATCH CONTROL SHEET FOR REGISTRATION</td>
<td>Page 36</td>
</tr>
<tr>
<td>Attachment 3 - PASSPORT / IDENTITY CARD CONTROL</td>
<td>Page 37</td>
</tr>
</tbody>
</table>
INTRODUCTION

In addition to the Rules of the Game of Rink-Hockey, the Technical Rules comprise a set of standard procedures that are binding for all sports bodies and agents — International organizations, National Federations and affiliated Clubs — attached to the organic and functional structure of FIRS —Fédération Internationale de Roller Sports and WADA — World Anti-Doping Agency.

The Technical Rules of Rink-Hockey consist of the following topics:

- **CHAPTER I** – PREMISES OF THE GAME – RINK MARKINGS AND INSTRUMENTS
- **CHAPTER II** – REFEREERING – OFFICIAL TABLE AND TEAM RESERVE BENCHES
- **CHAPTER III** – REFEREES – EQUIPMENT USED, SIGNS AND GAME SHEET/REPORT
- **CHAPTER IV** – EQUIPMENT, PROTECTION AND TOOLS USED BY PLAYERS
- **CHAPTER V** – PLACEMENT OF TEAMS – HOW TO UNDO A TIE
- **CHAPTER VI** – APPROVAL, ENTRY IN FORCE AND FUTURE CHANGES

**ATTACHMENTS:** (Examples)

1. MATCH REPORT
2. MATCH CONTROL SHEET FOR REGISTRATION
3. PASSPORT / IDENTITY CARD CONTROL

These Technical Rules are complemented by the Rules of the Game of Rink-Hockey that contains other binding precepts and procedures on the following matters:

- THE GAME OF RINK-HOCKEY – DEFINITION AND SCOPE
- CATEGORIES OF PLAYERS – PLAYING ZONES, ANTI-PLAY AND “POWER-PLAY”
- RINK-HOCKEY TEAMS
- SPECIFIC SITUATIONS OF PLAY
- FOULS AND PENALTIES – ADVANTAGE RULE
- TECHNICAL PENALTIES FOR TEAMS
- PROTESTS

CIHR – Comité Internationale de Rink Hockey - will promote the continuous updating of the Technical Rink Hockey Rules, in order to ensure - as a result of different concrete "cases" and "situations" that occur - the diffusion of standards that all Referees must apply, on grounds of a correct interpretation of the Rules of the Game and aiming at their uniform application.
CHAPTER I
PREMISES OF THE GAME – RINK MARKINGS AND INSTRUMENTS

ARTICLE 1
(PREMISES – DEFINITION)
The premises of the game comprise the rink, dressing rooms, and all accesses to them.

ARTICLE 2
(THE RINK)
1. The rink has a flat and smooth surface made of an approved material, non-slippery and allowing good skate adhesion, such as wood, cement or other.
2. The rink has a rectangular shape, and must always respect a 2:1 size ratio. Size of the rink may range between:
   2.1 Minimum 34 (thirty four) meters by 17 (seventeen) meters;
   2.2 Maximum 44 (forty-four) meters by 22 (twenty-two) meters.
3. The rink is surrounded on all sides by a closed barrier, 1 (one) meter high, and has four semi-circular corners, with a radius between maximum 3 (three) and minimum 1 (one) meter.

RINK CORNERS

4. For the barrier, different solutions are possible:
   4.1 Opaque white coloured vertical panels integrally fabricated in hard plastic.
   4.2 Vertical posts, solidly anchored in the ground, with:
      4.2.1 Wooden boards, 20 (twenty) centimetres high and 2 (two) centimetres thick, forming the base of the barrier, painted in a neutral colour different from the colour of the ball.
      4.2.2 A structure of wood, wire netting, transparent plastic, with or without a rail, that rests on the boards.

4.3 Behind the end barrier protection nets must be hung, 4 (four) meters high, measured from the floor.
4.4 Along the barrier, there are two entrances to the rink — *that do not open towards the inside* — situated near the reserve bench of each team and at the side of the Official Table.

5. In international events of national selection teams — from 2010 onwards - rinks must have a standard size of 40 (forty) by 20 (twenty), meters, and semi-circular corners with a 3 (three) meters radius.

5.1 In club events — *both nationally and internationally* - rinks must respect the provisions in paragraph 2 above.

5.2 National Federations may approve rinks the size of which has a 10% (*ten percent*) margin of error with regards to the size specified in paragraph 2 above.

## ARTICLE 3
(MARKINGS ON THE RINK)

1. The rink is marked according to the diagram hereunder and as specified in this article.

2. All markings are 8 (eight) centimetres in width, of a colour different and contrasting with the colour of the ball and of the rink itself, in order to ensure they are perfectly visible.

2.1 In international events of national selection teams, the rink may not have other markings but the specific Rink-Hockey markings.

2.2 In all other events, the rink may have other markings, provided they do not hinder the good visibility of the specific Rink-Hockey markings.

3. **PENALTY AREA**: The penalty area is a rectangle marked on each half of the rink by four lines — *which are full part of it* — marked as follows:
   a) Two lines parallel to the end boards, 9 (nine) meters long
   b) Two lines parallel to the side boards, 5, 40 (five point forty) meters long.

3.1 **GOAL-LINE**: The line between the two posts of the goal cage; it is 1,70 (one point seventy) metres long, and marked at a minimum distance of 2,70 (two point seventy) meters and a maximum of 3,30 (three point thirty) meters from the end boards of the rink.

3.2 **GOALKEEPER'S PROTECTION AREA**: It has the form of a half-circle drawn from post to post — *the centre of which is the middle of the goal-line of each goal-cage*.

3.3 **PENALTY SPOT**: Circular spot — *diameter 10 (ten) centimetres* — marked on the front line of each penalty area, at a distance of 5,40 (five point forty) meters perpendicularly on the centre of the goal-line.
4. **DIRECT FREE HIT MARKS**: Circular spot — diameter 10 (ten) centimetres — marked on each half of the rink, at a distance of 7.40 (seven point forty) meters perpendicularly on the centre of the goal-line.
5. **HALFWAY LINE**: The line across the rink, parallel to the end barrier, which divides the rink in two halves and, for each team, in two “playing zones”:

5.1 The “**DEFENSIVE ZONE**”, where the players must be when a centre pass is taken, either at the start or restart of the game (after the interval), or after a goal having been scored.

5.2 The “**ATTACKING ZONE**” corresponds to the “defensive zone” of the opposite team.

6. **CENTRE CIRCLE**: Marked on the centre of the rink, it has a 3 (three) meters radius. When a centre pass is taken, the members of the other team may not be inside the circle.

7. **MARK TO START AND RESTART THE GAME**: Circular spot - diameter 10 (ten) centimetres – marked on the centre of the centre circle of the rink, on the halfway line that divides the rink.

---

**ARTICLE 4**

(NEW GOAL CAGE)

1. The Rink-Hockey goal cage consists of a frame of hollow galvanized standard iron tube, made of three distinct parts welded together:

1.1 **The front frame**, painted in **fluorescent orange**, is composed of:

   1.1.1 Two vertical tubes — **the goal-posts** — joined at the top by a horizontal tube — **the cross-bar**.

   1.1.2 The goal-posts and cross-bar have an external diameter of 75 (seventy-five) millimetres.

   1.1.3 The top corners of the cage should be cut at 45° (forty-five degrees), seen from the front.
1.1.4 The distance from the floor to the inner edge of the cross-bar is 1.050 (one thousand and fifty) millimetres and the distance between the inner edges of the goal-posts is 1.700 (seventeen hundred) millimetres.

1.2 The lower rear structure, painted in white, is composed of a semi-circular arch connected by a horizontal bar:

1.2.1 The tube forming the semi-circular arch — which is welded to the front frame — has a 50 (fifty) millimetre diameter, and a 640 (six hundred forty) millimetre radius on the centre of the goal-line.

1.2.2 The horizontal bar has size of 120 (hundred-twenty) millimetres, is welded to the semi-circular arch parallel to the goal-line — at a distance of 250 (two hundred and fifty) millimetres — and with an inclination of 20º (twenty degrees) from the floor.

1.3 The upper rear structure, painted in white, is composed of a rectangle with a semi-arch:

1.3.1 The rectangle and semi-arch are made of standard iron with a 15 (fifteen) millimetre diameter, welded to the front frame.

1.3.2 The four sides of the rectangle are formed by:

a) Two horizontal bars, with a 400 (four hundred) millimetres length, welded to the superior part of each of the goal-posts;

b) The cross-bar of the front frame and a longitudinal bar with a 1700 (seventeen hundred) centimetres length, which is welded to the two horizontal bars.

1.3.3 The semi-arch is welded to the rear corners of the rectangle. A transversal bar of 650 (six hundred fifty) millimetres joins the semi-arch with the cross-bar of the front frame.
2. The rear structure of the cage is completely covered with a white net, mesh size \(25 \times 25\) (twenty-five by twenty-five) millimetres.
   2.1 The net should be made of rope, cotton or nylon. Metal netting is not allowed.
   2.2 The net must be fixed to the front frame and close the top, back and sides on the rear of the cage as well as the whole perimeter of the arch on the ground, to prevent that the ball enters the cage from outside in or leaves the cage through the back.

3. A second white netting — also mesh size \(25 \times 25\) (twenty-five by twenty-five) millimetres — is suspended on the inside of the cage to reduce the possibility of the ball bouncing back out of the cage.
   3.1 This net, made of cotton or nylon — lighter than the outer netting —, is fixed at the upper rear frame of the cage and is pending freely to the ground, parallel to the goal-line at distance of 400 (four hundred) millimetres from it.
   3.2 This net is 110 (hundred and ten) centimetres high and 180 (hundred eighty) centimetres wide.

4. The goal cages are placed one in front of the other, on the goal-line of each half of the rink, the centre of the cage exactly on the middle of the goal-line.
ARTICLE 5
(THE BALL)

1. In all official Rink-Hockey competitions the ball used will be officially approved by the CIRH - Comité International de Rink Hockey —, and have the following characteristics:

1.1 The official ball is made of pressed cork, weighs 155 (hundred and fifty-five) grams, is perfectly spherical and has a 23 (twenty-three) centimetres circumference.

THE BALL OF THE GAME

1.2 The official ball of the game is of one colour - preferably black or orange, but may vary - contrasting with the colour of the rink, markings and boards.

1.3 When a game is transmitted on television, the organizer of the event may impose the colour of the ball to be used in this specific game.

2. In case of disagreement between the captains of both team on the choice of the ball to be used — or if no kind of official ball is provided — the Main Referees will decide which ball to be used. He will choose the one that seems to him to be the most perfect sphere and have the least elasticity.

2.1 If among the supply of balls provided none is of the official type, the Main Referees will choose the one that seems to him to be the most perfect sphere and have the least elasticity.

2.2 The Main Referees’ decision as to the choice of the ball is irrevocable.

ARTICLE 6
(ADVERTISEMENT ON THE RINK AND ON THE INNER SIDE OF THE FENCE)

1. In international events of national selection teams, any kind of advertisement is allowable on the floor of the rink.

1.1 In international clubs’ competitions, the organizer may allow one of his sponsors to place advertisements on the rink, inside the centre circle, provided the material used does not affect skates’ adherence and motion.

1.2 In addition to paragraph 1.1 above, national Federations may approve advertisement on other playing areas — except inside the penalty areas — and as long as they do not interfere visually with the markings of the rink.

2. It is allowed to place advertising boards on the inside of the fence, as long as a minimum distance of 30 (thirty) centimetres from the floor is kept free.

2.1 Paintings, advertising panels or posters on the inside of the fence may never constitute a danger or a hindrance to the players’ action on the rink.

2.2 It is not allowed to place any kind of advertising on the boards of the rink.
CHAPTER II
REFEREEING – OFFICIAL TABLE AND TEAM RESERVE BENCHES

ARTICLE 7
(REFEREEING AND TIMEKEEPING OF INTERNATIONAL COMPETITIONS)

1. The matches in international competitions of clubs or national selection teams must, compulsorily, be officiated by 3 (three) Referees of international category, 2 (two) of them being designated to act as Main Referees and 1 (one) as Assistant Referee; the latter is allowed to be an international Referee of the country where the match is being played.

2. To perform the function of Timekeeper, an international Referee may be designated or, alternatively, a technician specifically proposed by the Organizing Committee of the international event concerned or, if the case, by the club acting as home club.

3. The nomination and/or designation of the Main Referees, Assistant Referee and Timekeeper will, in all cases, be the exclusive competence of the International Refereeing Commission engaged in the organization of the event concerned.

4. The supervision of match results, team fouls and playing time, as well as the information provided to the public, must be ensured by an adequate electronic system, which must be operated from the Official Timekeeping Table.

5. With the aim of encouraging the improvement of quality standards, in technical terms, of the international Rink-Hockey Referees, it is the responsibility of the CIA – Commission Internationale des Arbitres - to ensure: (not approved)
   5.1 The making and distribution of a "Refereeing Manual" for Rink-Hockey Referees, which systematises methods and procedures and promotes the interpretation of the Rules of the Game, so that these may be uniformly applied.
   5.2 The elaboration and setting up of an observation, evaluation and annual classification system of international Referees, guaranteeing the promotion of those who prove to be the most qualified.
   5.3 The recruitment, training, selection and nomination of Technical Delegates to carry out the regular observation and evaluation of the international Referees' performance, namely at the major international events.

ARTICLE 8
(REFEREEING AND TIMEKEEPING OF NATIONAL COMPETITIONS)

1. For events organized by National Federations, the National Federation concerned will be in charge of nominating for each match the Main Referees and Assistant Referee, as well as the Timekeeper, in conformity with the procedures they see as most appropriate, but always taking in consideration the following:

2. Club competitions of the highest qualification level in senior male category must comply with the following conditions:
   2.1 All matches are conducted by 3 (three) Referees officially qualified by the National Federation concerned, 2 (two) of them designated to act as Main Referees and 1 (one) as Assistant Referee.
   2.2 The supervision of match results, team fouls and playing time, as well as the information provided to the public, must be ensured by an adequate electronic system, which must be operated from the Official Timekeeping Table.

3. In the other club competitions at national level, matches may be conducted by 1 (one) or 2 (two) Main Referees; it is allowed that the functions of Assistant Referee and Timekeeper may be performed by:
   3.1 Persons officially qualified to that end by the National Federation concerned; or
   3.2 Alternatively, the Assistant Referee will be indicated by the team acting as visiting team, and the Timekeeper by the team acting as home team.

ARTICLE 9
(MAIN REFEREES DUTIES)

1. The MAIN REFEREES of Rink-Hockey are absolute judges on the rink. Their decisions concerning the game are not subject to appeal and must always be made with effective competence, full responsibility, good sense and impartiality, and in scrupulous respect of the Rules of the Game and Technical Rules in force.
   1.1 In situations omitted by the Rules of the Game, the Main Referees will decide according to their conscience. They will try to solve every case, by the means they deem necessary, and evaluate and judge the complaints that may occur.
1.2 The Main Referees must also check if all requirements are met for a game to take place, such as the conditions of the rink and others, including the players’ equipment.

2. The actions of the Main Referees on the rink are backed by an Assistant Referee and a Timekeeper — who are part of the Official Timekeeper’s Table — and whose functions and responsibilities are set out in articles 10 and 11 of these Rules.

3. The Main Referees must move on the rink in a way to follow play closely. They have the right to exercise disciplinary actions on players and other members of the teams — before the game, during the game, during the interval and even after the game —, and must act with the necessary strictness to ensure correct and non-violent play.

4. From the first to the last minute of the game, the Main Referees must maintain maximum concentration and correctly accompany play, and properly punish every attitude of indiscipline, violent acts and actions that may endanger someone’s physical integrity, as well as faulty actions that — with the ball or away from the ball — are committed in the penalty areas, such as situations susceptible to provoke friction between players, namely when an attacking player is grabbed, pushed or blocked by an opponent.

5. It is also essential that the Main Referees, with the help of the Assistant Referee, ensure strict and effective supervision of the disciplinary behaviour of the team members on the reserve benches, giving special attention to the final parts of the games when the probability of occurring complicated situations is higher. It is therefore important that the Main Referees keep things in perspective and always take, with serenity, the most correct decisions.

6. The Main Referees must always ensure — taking in account article 8 of these Rules — the correction of possible irregularities and/or major errors that they detect during the match, and foster a strict application of the rules in force in support of sports ethics and truthful interpretation.

7. The Main Referees could only ask for the police intervention when there are serious problems relating to the behaviour of the public or when a player or other representative of a team — that was located outside the rink (in the bench or near the game official table) — refuses to comply with the determinations of the Referees.

**ARTICULO 10**

**(ASSISTANT REFEREE DUTIES)**

1. The Assistant Referee is responsible of the supervision in the Official Table, who will fulfill his duties, properly dressed, namely:

   1.1 Register all game incidents and take all necessary notes for the effective control of the game, such as:

      1.1.1 Foul signalled by the Main Referee of the game. When team fouls must be penalized with direct free hits, the Assistant Referee will inform the Main Referees of the game by means of a sound signal.

      1.1.2 Disciplinary measures taken by the Main Referees of the game.

      1.1.3 Time-outs granted to each team in each period of the game.

      1.1.4 Score of the game: number of goals scored by each team in each of the periods of the game.

   1.2 Updating the information to be communicated to the public, namely:

      1.2.1 Score of the game and playing time left, in case the electronic scoreboard and clock are not working.

      1.2.2 Accumulated number of penalties awarded to each team.

      1.2.3 Time-outs requested by each team in each of the periods of the game.

      1.2.4 Team penalized with “power-play” as a result of a blue card awarded to the coach.

   1.3 Inform the Main Referees about disciplinary events inside the bench

   1.4 Assist the Main Referees in detecting and correcting irregularities and/or serious errors committed during the game.

   1.5 Help the Main Referees to draft the Game Sheet.

2. The Assistant Referee must also supervise and help the timekeeper, as well as ensure — in his absence and whenever necessary — the timekeeper’s duties.

**ARTÍCULO 11**

**(GAME OFFICIAL TABLE – TIMEKEEPING AND DUTIES OF THE TIMEKEEPER)**

1. In official events recognized by FIRS it is recommended to use an illuminated electronic game clock with remote control from the Official Table, for the countdown of time in each period of the game.

   1.1 At each interruption of the game the clock is stopped, to provide the public and team members with exact and clear information on the time of the game.
1.2 Also manual chronometers may be used for timekeeping. However, this option forces the Official Table to provide the public with a clear information system indicating the number of minutes left to the end of the game’s periods.

2. The Timekeeper is in charge of:

2.1 Keeping the time of each period of the game, bearing in mind that:

2.1.1 Time starts to count at the Referee’s whistle to start the game.

2.1.2 Upon expiration of playing time, he must make a signal to inform the Main Referees that they must whistle the end of the game.

2.1.3 The game starts and ends, in all situations, on the Referee’s whistle. The sound signal of the timekeepers is merely indicative.

2.2 Controlling the duration of the interval, giving a sound signal when there is 1 (one) minute left.

2.3 Controlling the duration of the time-outs granted in each period of the game, and providing the public with the information of which of the team was granted a time-out.

2.4 Controlling the time of disciplinary penalties — both of players (suspensions) and their teams (“power-play”) — bearing in mind that:

2.4.1 A player who serves a temporary suspension must take place on one of the seats placed next to the Official Table, near to his reserve bench. He may not re-enter the rink before serving his full suspension time.

2.4.2 When, at the end of a period of the game, a player has not fully served his suspension, he will continue suspended at the restart of the game, until serving the remaining time.

2.4.3 When a player’s temporary suspension time expires, he will be immediately warned and allowed to return to his team’s reserve bench.

2.4.4 When a team’s time of power-play expires, the delegate concerned will immediately be informed.

---

**ARTICLE 12**

(EVALUATION OF REFEREES – TECHNICAL DELEGATES DUTIES)

1. With the aim of encouraging the improvement of quality standards, in technical terms, of the international Rink-Hockey Referees, it is the responsibility of the CIA — Commission Internationale des Arbitres - to ensure: (not approved)

1.1 The elaboration and setting up of an observation, evaluation and annual classification system of International Referees, guaranteeing the promotion of those who prove to be the best and most qualified to exercise these functions.

1.2 The recruitment, training, selection and nomination of Technical Delegates to carry out the regular observation and evaluation of the International Referees’ performance, namely at the major international events.

2. The President of the CIA — Commission Internationale des Arbitres must ensure the recruiting, training, selecting and nominating of the Technical Delegates who will carry out the observation and evaluation of International Referees.

2.1 Candidates for Technical Delegates will preferably be recruited among the members of international Refereeing bodies and former International Referees.

2.2 The selection of the candidates who will perform as Technical Delegates requires they pass a technical examination, to be carried out at the close of a specific training course that will be held annually by the CIA.

3. Under the functional co-ordination of the CIA — Commission Internationale des Arbitres, the Technical Delegates are in charge of:

3.1 Observing and evaluating the actions and performance of the International Rink-Hockey Referees; they will therefore take place at the Official Table

3.2 Drafting a Technical Evaluation Report for every observation carried out, to report and describe, with the necessary accuracy and detail, every anomaly, error and/or infraction possibly committed by the Referee under observation.

4. The Technical Delegates must be accurate observers, and issue impartial and objective judgments of the technical capacities of the Referees they observe. They must report objectively and accurately:

4.1 The situations in which the Rules and Regulations of the Game are not correctly applied.

4.2 The occurrence of gross judgment errors or lack of objectivity in the Referee’s evaluation of disciplinary problems and the decisions taken.

---

**ARTICLE 13**

(GAME OFFICIAL TABLE AND RESERVE BENCHES)

1. On the outside of the rink - the nearest possible and in a central place to allow the best view possible on the game — a place will be reserved for the Official Table. It will be totally isolated from the public and provided with the necessary facilities.
2. In international events of national selection teams and clubs, the Official Table will consist of:

2.1 1 (one) member of the responsible International Committee (CIRH or Continental Confederation).

2.2 1 (one) member of the International Referees’ Commission (CIA or Referees’ Council of the Continental Confederation).

2.3 1 (one) Assistant Referee, designated by the International Referees’ Commission concerned from among the Referees designated to officiate the game.

2.4 1 (one) timekeeper, designated by the Organizer of the event.

2.5 1 (one) technical delegate, designated by the International Referees’ Commission.

3. The national Federations will determine the composition of the Official Table in the games organized by them, taking in account that in the major club events the following persons must always be part of the Table:

3.1 An Assistant Referee to supervise the Official Table and fill out the Game Sheet.

3.2 A Timekeeper, who may be designated from among the affiliated Referees of the country or region where the game takes place, or else, timekeeping is placed under the supervision of a delegate of the home team (or considered as such).

4. On both sides of the Official Table — for the use of the team members of both team registered on the Game Sheet — two enclosures, totally isolated and protected from the public, must be provided with:

4.1 1 (one) bench for the substitute players and remaining team members, with a capacity to seat 12 (twelve) persons, namely:

4.1.1 5 (five) substitute players, including at least 1 (one) goalkeeper.

4.1.2 2 (two) team delegates

4.1.3 1 (one) coach

4.1.4 1 (one) assistant coach (or physical preparatory)

4.1.5 1 (one) doctor

4.1.6 1 (one) masseur (or nurse or physiotherapist)

4.1.7 1 (one) mechanic (or steward)

4.2 2 (two) chairs — always to be placed between the bench and the Official Table — to be used for the seating of players serving temporary suspension time.

5. Everyone on the reserve bench must have, when seated, a good view on the game.

5.1 Whenever possible, the reserve bench must have two separate levels:

5.1.1 A higher level, more backwards, for the seating of the 5 (five) substitute players.

5.1.2 A lower level, near the fence, for the seating of the remaining 7 (seven) team members.

5.2 3 (three) members of each team — one of them the coach — are allowed to remain standing, near the fence outside the rink in front of their reserve bench.
6. The teams will always use the reserve bench in front of their own defensive zone. Therefore, they will switch benches at the half-time interval.

**GAME OFFICIAL TABLE AND RESERVE BENCHES**

<table>
<thead>
<tr>
<th>RESERVE BENCH - TEAM &quot;A&quot;</th>
<th>RESERVE BENCH - TEAM &quot;B&quot;</th>
</tr>
</thead>
</table>
| ![Diagram](image)

**LEGEND**

1 – Substitute Players - Team "A"
2 – Other team members - Team "A"
3 – Temporary suspended Players - Team "A"

1 – Substitute Players - Team "B"
2 – Other team members - Team "B"
3 – Temporary suspended Players - Team "B"

4 – Member of the responsible International Committee
5 – Member of the International Referees’ Commission
6 – Assistant Referee
7 – Timekeeper
8 – Technical Delegate
CHAPTER III
REFEREES – EQUIPMENT USED, SIGNS AND MATCH REPORT

ARTICLE 14
(UNIFORM AND ACCESSORIES USED BY REFEREES IN THE GAME)

1. The uniform worn by the Main Referees in the game and the Assistant Referee is:
   1.1 A shirt or sweater, with the official Referee’s crest on the left breast of his shirt.
      a) The international Referees must use the CIA crest — Commission Internationale des Arbitres.
      b) The official Referees of a national Federation must always use the crest of their Refereeing Board.
   1.2 Long trousers, socks and shoes of white colour.

2. The Main Referees in the game must carry the following items:
   2.1 A whistle, official CIA approved model.
   2.2 Two cards, size 12 x 9 (twelve by nine) centimetres, one blue and one red.
   2.3 A pen and a special form to register disciplinary measures taken in the game.
   2.4 A wrist-watch and a handkerchief.

3. The colour of the Main Referees’ uniform in the game may not be similar to the colours of the teams’ uniform.
   3.1 In games officiated by two Main Referees, both must wear the same colours.
   3.2 The Assistant Referee is allowed to use a different colour than the Main Referees in the game.
4. Corporative advertisement — even from different sponsors — is allowed on the Referees’ uniform, as long as they comply with the following measures:
   4.1 Two advertising strips — maximum height 17 (seventeen) centimetres — on the shirt, one on the front and one on the back.
   4.2 A sponsor logo or reference — maximum height 10 (ten) centimetres — on each of the sleeves.

5. Advertising in Referees uniform in World championships, depends on CIRH.

**ARTICLE 15**
(REFEREES’ SIGNS)

The Main Referees will use the signs as specified in the Rules of the Game and Technical Rules to command the players on the rink. Their gestures must be clear, as illustrated by the following figures.

1. **TIME OF BALL POSSESSION BY A TEAM IN ITS DEFENSIVE ZONE**
   When a team has possession of the ball in its defensive zone, the Main Referees must count the time — one arm at waist height — making a sideways movement for each second.

2. **TIME OUT**
   To signal a « Time-out », the Referee will place one hand horizontally over the other hand held vertically, also with the palm open.

3. **FACE-OFF**
   To order a « face-off », the Referee will raise one arm, palm of the hand to the front, and two fingers open (to form a « V »), while the other arm points to the place where the face-off is to be taken.

4. **“ADVANTAGE RULE”**
   It is not compulsory for the Referee to signal the « advantage rule », to indicate that the game may go without interruption. However, he may choose to do so, holding both arms before him — forming a 60º angle with his body — palms upwards.
5. WARNING ABOUT THE PRACTICE OF "PASSIVE PLAY"

5.1 THE "WARNING"
When an offensive team incurred in the practice of passive play, it is required that one of the Main Referees holds up the 2 arms, warning that the offensive team has only 5 (five) seconds to conclude its offensive action, making a shot at the opponent’s goal cage.

5.2 "COUNTING" THE TIME OF BALL POSSESSION
In games with two Main Referees, immediately after one Referee warns for "passive play", the other Referee - using the appropriate signals set out in number 1 of this article) — must count the 5 seconds in which the shot to the opposite cage must take place. If this doesn’t take place, the Referee must whistle to stop the game.

6. PENALTY IN A CORNER OF THE PENALTY AREA
To signal that the ball must be put in a corner of the penalty area, the Referee will lift both arms above his head, joining fingertips, to form a lozenge.

7. INDIRECT FREE HIT
To signal an indirect free hit, the Referee will:
   a) With one arm stretched ... point to the place where the ball has to be put for the hit to be taken;
   b) With the other arm ... point to the offending team’s half of the rink.
8. **TEAM FOULS**

The Referee who signals the foul raises one arm up to instruct the Official Table to register a team foul, while, at the same time, he points the direction of the offending team’s half of the rink.

9. **INDICATION TO THE GAME OFFICIAL TABLE OF THE PLAYER THAT SCORED A GOAL.**

The signal that a « goal » has been scored, the Referee will whistle « point to the centre of the rink », and then inform the Game Official Table of the shirt number of the player who scored the goal, to be registered on the game sheet.

10. **DISCIPLINARY ACTION (AWARD OF CARDS)**

10.1 **DISCIPLINARY ACTION - MOMENT 1**

Before showing a card, the Referee must isolate the offender and oblige him to place himself at (approximately) 2 meters.

After that, he will show the adequate card, putting his arm (with the card) in an upright position.

10.2 **DISCIPLINARY ACTION - MOMENT 2**

After showing the card, the Referee will let the timekeeper’s table know the shirt number of the offender — so as to leave no doubts (when the offender is not a player, the Referee will inform the Game Official Table who is the team representative).
10.3 DISCIPLINARY ACTION - MOMENT 3

Afterwards the Referee will point, with one arm horizontally in a 90° angle with his body, to the offender’s team half of the rink to inform the timekeeper’s table to which team the offender belongs.

11. PENALTY SHOT AND DIRECTS FREE HIT

11.1 PENALTY SHOT AND DIRECTS FREE HIT - MOMENT 1

To signal a *penalty shot* (or a *direct free hit*), the Referee will proceed to the respective mark on the rink, pointing to the spot where the ball must be placed.

11.2 PENALTY SHOT AND DIRECTS FREE HIT - MOMENT 2

Except for the player executing the shot and the goalkeeper of the offending team, **all other players are placed in the penalty area of the executing team**, under supervision of one of the Main Referees. This Referee gives the signal to the other Referee that he may start procedures.

11.3 PENALTY SHOT AND DIRECTS FREE HIT - MOMENT 3

The Referee who supervises the hit raises one arm to let the player know that he is allowed to start.

With his other arm, the Referee who supervises the hit counts the 5 seconds granted to take the penalty.
ARTICLE 16
(MATCH REPORT)

1. For each game in officially recognized FIRS events, the Referees must register on the Game Sheet:
   1.1 Place, date and time of the beginning and end of game;
   1.2 Final score, as well as the goals scored by each team in each period of the game;
   1.3 The roll of the players of both teams, with the number of their ID document used to confirm their identification, as well as:
      1.3.1 Player’s shirt number
      1.3.2 Function of the players:
         a) goalkeepers,
         b) Team captain and substitute captain
   1.3.3 Scorers
   1.4 The roll of the other team members registered in the game, with the number of their ID document used to confirm their identification, and their function, according to the rules:
      1.4.1 2 (two) team delegates
      1.4.2 1 (one) coach
      1.4.3 1 (one) assistant coach (or physical preparatory)
      1.4.4 1 (one) doctor
      1.4.5 1 (one) masseur (or nurse or physiotherapist)
      1.4.6 1 (one) mechanic (or steward)
   1.5 Disciplinary measures taken by the Main Referees during the game, on players and other team members, and specification of cards applied (blue or red).
   1.6 The number of team fouls assigned to each team.
   1.7 Time-outs requested by the teams in each part of the game.
   1.8 Information on any declaration of protest submitted to the Main Referees by the captain of any of the teams.
2. Must also be identified on the Game Sheet: the Main Referees of the game, the Assistant Referee, the timekeeper and remaining persons at the Official Table, with the specification of their post.
3. Immediately after the end of the game, the Game Sheet must be signed by the Assistant Referee, and captains of both teams.
   3.1 If the team captain and/or substitute captain refuse to sign the Game Sheet, the Main Referees must write a Confidential Report of the facts for the competent authorities.
   3.2 If the team captain and the substitute captain have been expelled, the Game Sheet will be signed by the player who was designated to act as team captain.
4. After carefully checking what is registered on the Game Sheet, and having mentioned if additional relevant information will follow later — in a specific and complementary “Confidential Refereeing Report” —, according to paragraph 5 hereunder, the Referees of the game will sign the Game Sheet.
5. CONFIDENTIAL REFEREEING REPORT
   Only to be produced when there are serious or specific situations to report, or when there is need for complementary information, and for an exact, objective and accurate description of the relevant facts occurred in the game. The following situations will be reported:
   5.1 Expulsions — as a result of red cards —. A detailed description of the infractions, circumstances and motives will be given, specifically:
      5.1.1 The offences or injurious terms uttered.
      5.1.2 The cases of gross or violent behaviour — such as aggressions and/or reactions to aggressions — and details of how they were conducted — punching, kicking, hitting with the stick, etc. - and which part of the body was hit.
   5.2 When a match did not take place or when it was ended before the proper time, with a clear description of the motives and circumstances that determined the Main Referees’ decision.
   5.3 Cases of force majeure or situations in which the physical integrity of the Referees was threatened and caused them to leave the rink/premises.
   5.4 Any other relevant issue, such as:
      5.4.1 Delays occurred at the beginning or during the game, and their reasons, also when they concern the Main Referees.
5.4.2 Deficient conditions of the premises, issues with the number of police forces present at the game or the undue presence of persons near the Referees' dressing room, the Official Table or any of the team benches.
CHAPTER IV
EQUIPMENT, PROTECTION AND TOOLS USED BY PLAYERS

ARTICLE 17
(BASIC PLAYER’S EQUIPMENT)

1. Players will use the following basic equipment:
   1.1 Shirt, shorts and socks, as specified in paragraph 1 below.
   1.2 Boots with skates, as specified in paragraph 5 below.
   1.3 A stick, as specified in paragraph 6 below.
2. The goalkeeper must wear specific protective equipment, as specified in article 13.
3. The players, as well as the goalkeepers, are allowed to use several protections, according to the provisions in article 14.
4. The shirts, shorts and socks used by the floor players will be in the colours of the country or club they are representing. The goalkeepers must wear a shirt of a different colour, but not to be confounded with the opposite team’s colours (including the goalkeeper’s).
   4.1 All players’ shirts, as well as the goalkeepers’, must bear a different number — from 1 (one) to 99 (ninety-nine).
   4.1.1 Numbers are marked on the back of the shirt, in a colour contrasting with the colours of the shirts and never less than 30 (thirty) centimetres high.
   4.1.2 Without prejudice of the above paragraph, numbers may also be marked on the front of the shirts and shorts.
   4.2 Regardless of the numbers used by goalkeepers, they have to be registered as such on the Game Sheet.
   4.3 When both teams - and the goalkeepers of both teams — show up on the rink with the same colours or colours that lend themselves to confusion, the Main Referees will proceed as follows:
   4.3.1 Try to come to an agreement between the teams.
   4.3.2 When no agreement is reached, the home team — or considered as such on the official calendar — must change the colour of their equipment, including, if necessary, the goalkeeper’s.
   4.4 The team captain will wear an identifying armband of a different colour than his shirt.
   4.4.1 When the team captain is substituted, he will not have to pass his armband to his team-mate, but must inform the Main Referees of who will replace him as captain on the rink.
   4.4.2 When the team captain is expelled — or when he is injured and not able to remain in the game — his armband will be passed to the substitute captain registered as such on the Game Sheet.
5. Players must wear boots with 4 (four) wheels — placed two by two on two transversal axles. No in-line skates are permitted in Rink-Hockey.
   5.1 No kind of metallic protection is allowed on the boots, even if covered by some other kind of material.
   5.2 The wheels may not have a diameter less than 3 (three) centimetres. No kind of supplementary protection is allowed between the front and back wheels.
   5.3 The use of toe stops on the toe of the boots or skates is allowed, but may not have a diameter of more than 5 (five) centimetres, and as long as they are not a danger for the other players.

SKATES USED BY FLOORPLAYERS
5.4 Goalkeepers may use skates with smaller wheels, to improve their stability when defending the goal cage.

GOALKEEPERS’ SKATES

6. The stick used by the players — goalkeepers included — must comply with the following requirements:

6.1 The stick must be made of wood or plastic, or other material previously approved by the CIRH - Comité International de Rink-Hockey, except metal and metal reinforcements. The use of adhesive tape or strips of cloth is allowed.

6.2 The blade of the stick must be flat on both sides. The full length of the stick, measured on the outside of the curve must comply with the following measures:

6.2.1 Maximum length ........ 115 (hundred fifteen) centimetres
6.2.2 Minimum length ........ 90 (ninety) centimetres

6.3 The stick must be able to go through a ring with a 5 (five) centimetre diameter, and its weight may not exceed 500 (five hundred) grams.

THE STICK

ARTICLE 18
(COMPULSORY GOALKEEPERS’ PROTECTION EQUIPMENT)

1. In addition to Article 16 above, goalkeepers are required to wear the following protection equipment:

1.1 A full head protection mask or a helmet and visor, as specified in paragraph 2 below.
1.2 A chest pad, as specified in paragraph 3 below.
1.3 Two goalkeeper’s gloves, as specified in paragraph 4 below.
1.4 Two leg guards, as specified in paragraph 5 below.

2. The full head protection helmet and helmet and visor used by the goalkeepers are made of one or two separate pieces in rigid plastic or other material, fixed to each other with straps. When there are metal parts in them, these must be adequately covered (with plastic, leather or rubber), in order not to endanger the physical integrity of the other players.

GOALKEEPER’S PROTECTION MASK
3. The chest pad must be worn underneath the shirt. It is made of one piece — and includes shoulder and upper arm protection - in sufficiently flexible material to fit around the body. Thickness of padding may never exceed 15 (fifteen) millimetres.

GOALKEEPER’S CHEST PAD

3.1 The use of the following protection equipment for goalkeepers is optional:
   3.1.1 Throat protector, adjusted to the neck, with a maximum height of 50 (fifty) millimetres, fitted underneath the chest pad.
   3.1.2 Thigh protector, elastic or semi-rigid, worn as a sleeve over the thigh, with a maximum thickness of 5 (five) millimetres.

3.2 Any other equipment that increases the size of above mentioned protections is forbidden.

4. The goalkeeper’s gloves are made of flexible material, such as leather, cloth, canvas, synthetic or plastic materials, approved by the CIRH. The use of metal parts within or outside metal covering is forbidden, as well as of other materials that may endanger the physical integrity of the person using it or of the other players.

4.1 The goalkeeper’s gloves must protect hands and part of the fore-arms. Their form and fabric must not necessarily be identical, as long as they comply with the following measures:
   4.1.1 Maximum length of the glove ................................................................. 40 (forty) centimetres
   4.1.2 Maximum width with thumb spread.................................................... 25 (twenty-five) centimetres
   4.1.3 Maximum width of 4 fingers spread .................................................... 20 (twenty) centimetres
   4.1.4 Maximum thickness ............................................................................. 5 (five) centimetres

4.2. One of the gloves must be flexible and articulate, to allow the goalkeeper to hold and handle the stick.

ARTICULATE GOALKEEPER’S GLOVE
4.3 The other glove may be less flexible, but it must allow the hand to remain open, with the fingers spread and separate.

SEMI-RIGID GOALKEEPER’S GLOVE

5. The goalkeeper’s leg guards must be made of leather – or other CIRH approved material – in one piece, or two pieces linked together, and fixed with straps around the legs, in order to ensure partial protection of legs and feet.

5.1 The goalkeeper’s leg guards must comply with the following maximum measures:

5.1.1 Width at the top .................................................................................. 30 (thirty) centimetres
5.1.2 Width in the middle ........................................................................ 27.5 (twenty seven and a half) centimetres
5.1.3 Width at the bottom ........................................................................ 25 (twenty-five) centimetres
5.1.4 Total height ...................................................................................... 65 (sixty-five) centimetres
5.1.5 Thickness all over ............................................................................ 5 (five) centimetres

GOALKEEPER’S LEG GUARDS

5.2 The foot protection may, or not, be an individual piece separate from the leg guard, but it may never lengthen the leg guard’s maximum size of 65 (sixty-five) centimetres.
5.2.1 The foot protection has a maximum width of 25 (twenty-five) centimetres, adjusted to the bottom of the leg guard, and has side reinforcements of maximum 11 (eleven) centimetres high and 20 (twenty) centimetres high between the extremities lengthwise.

5.2.2 Maximum thickness allowed is 5 (five) centimetres.

5.2.3 These protections must be wrapped around the legs and feet, independently, and fastened by means of 2 (two) or 3 (three) straps, that may be fitted through the front or sides of the guards.

5.3 Goalkeeper’s guards may be made of leather, cloth, canvas, synthetic or plastic materials. They must be flexible, and are not allowed to have — either inwardly or outwardly — metal or other materials that may endanger the physical integrity of goalkeepers and other players.

6. The goalkeeper’s protection equipment must be certified by the entity that is responsible for the organization of competitions, both internationally (by the CIRH or Continental Confederation, as it is the case) and nationally (by the respective Federations).

**ARTICLE 19**

**(OPTIONAL PLAYERS’ PROTECTION EQUIPMENT)**

1. All players, including the goalkeeper, are allowed to wear non-metal protective equipment, placed directly over their body and totally adjusted to it, so as to preserve exclusively their physical integrity and provided it does not give them any kind of unfair advantage in the game.

2. Players are permitted to use the following protective equipment:

2.1 Padded gloves, with a maximum thickness of 25 (twenty-five) millimetres, fingers totally separated, and a maximum length of 10 (ten) centimetres from the pulse to the forearm.

### PLAYERS’ GLOVES

![Gloves Image]

2.2 Cushioned knee pads, with a maximum thickness of 25 (twenty-five) millimetres, for the exclusive protection of the knees

### PLAYERS’ KNEE PADS

![Knee Pads Image]

2.3 Shin guards, with a maximum thickness of 50 (fifty) millimetres, to be worn under the socks and wrapped around the legs.

### PLAYERS’ SHIN GUARDS

![Shin Guards Image]

2.4 Coquille in textile or resistant plastic material for protection of genitals.

### COQUILLE AND COQUILLE HOLDER

![Coquille Image]
2.5 Elbow pads, of a non-rigid material that cannot endanger other players.

2.6 Light helmet to protect the head.

3. When Main Referees find out that a player — and particularly a goalkeeper — is wearing not permitted protection gear, they will immediately force that player to leave the rink. Only after complying with regulation equipment according to the present Rules is he/she allowed returning on the rink.

3.1 The goalkeeper or player excluded from the game, in terms of paragraph 3 above, will have to redress the irregularities detected. The Assistant Referee must control if this is being done.

3.2 When the Assistant Referee confirms that the goalkeeper or player’s equipment is in conformity with the rules, the latter will be permitted to return to the reserve bench. Only afterwards is he allowed to enter the rink, when his coach decides so.

**ARTICLE 20**

**(ADVERTISING ON PLAYERS’ EQUIPMENT)**

1. Advertising is allowed on the players’ uniform, as long as it does not hinder the correct identification of the team’s basic colours, and will respect the following maximum measures:

2. Advertising on players’ equipment may be from commercial sponsors or brands, but any kind of political or religious propaganda is entirely forbidden.
CHAPTER V

PLACEMENT OF TEAMS – BREAKING A TIE

ARTICLE 21

(PLACEMENT OF TEAMS AND RULES FOR BREAKING A TIE)

1. In events, tournaments and competitions where the point system is used, points will be allocated as follows:

1.1 GAME WON ................................................................. 3 (three) points

1.2 TIE ................................................................................. 1 (one) point

1.3 GAME LOST ................................................................. 0 (zero) points

1.4 FORFEIT/ NO SHOW ..................................................... 0 (zero) points

2. In events, tournaments and competitions where the point system is used, the final placement is decided, in decreasing order, by the sum of points obtained by each of the teams.

3. When at the end of any phase of an event or competition, two or more teams have an equal number of points, procedures will be as follows:

3.1 In the case of a tie between two teams, only the results obtained in the same phase will be considered. The best team is decided as follows:

3.1.1 The best team is the team that obtained the highest number of points, considering the games played between the teams concerned.

3.1.2 If the tie remains, the best team is the team where the difference between goals scored and goals suffered is the largest considering the games played between the teams concerned.

3.1.3 If the tie still remains, the best team is the team where the difference between goals scored and goals suffered is the largest considering all the games played during the entire phase of the event.

3.1.4 If the tie still remains, the best team is the team with the highest quotient resulting from the division of the total number of goals scored by the total number of goals suffered considering all the games played during the entire phase of the event.

3.1.5 If the tie still remains, the best team is the team with the highest number of goals scored – in all the games played during the entire phase of the event.

3.2 In the case of a tie between three or more teams, only the results obtained in the same phase are considered. The placement of the teams is decided as follows:

3.2.1 The teams will be placed, in decreasing order, according to the number of points obtained in the games played between them.

3.2.2 If the tie remains between all or some of the teams, the teams will be placed, in decreasing order, according to the difference between goals scored and goals suffered in the games played between them.

3.2.3 If the tie still remains between all or some of the teams, the teams will be placed, in decreasing order, according to the difference between goals scored and goals suffered in all the games played during the entire phase of the event.

3.2.4 If the tie still remains between all or some of the teams, the teams will be placed, in decreasing order, according to the quotient resulting from dividing the total number of goals scored by the total number of goals suffered in all the games played during the entire phase of the event.

3.2.5 If the tie still remains between all or some of the teams, the teams will be placed, in decreasing order, according to the quotient resulting from dividing the total number of goals scored by the total number of goals suffered in all the games played during the whole phase of the event.

3.3. If – notwithstanding the application of paragraphs 3.1 or 3.2 of this article – the classification tie persists, it will be undone by playing new games between the tied teams, taking in consideration – in the particular case of concentrated international events – the following dispositions:

3.3.1 The tie-break matches must be played before the start of the phase of the competition concerned.

3.3.2 When a tie-break match ends in a tie at the close of regular playing time, the winner will be decided – according to paragraph 2 of article 5 of the Rules of the Game – by the outcome of the SERIES OF PENALTY SHOTS: no overtime will be played.
CHAPTER VI
APPROVAL, ENTRY IN FORCE AND FUTURE CHANGES

ARTICLE 22
(RINK-HOCKEY REGULATIONS – APPROVAL, ENTRY IN FORCE AND FUTURE CHANGES)

1. The Technical Rules and the Rules of the Game of Rink Hockey were approved together at CIRH — Comité International de Rink Hockey - General Assembly held on 8th October 2008 in Yuru-Honjo, Japan. Further corrections and explanations were approved by the CIRH Executive Committee in 2009 and 2010.

2. These Technical Rules and the Rules of the Game enter into force together on the following date:
   1st January 2011, for all the International Confederations and Federations of FIHS.

3. Any proposal of changes that may be presented in the future with regards to the Technical Rules and the Rules of the Game will have to be submitted for the approval according to the FIHS/CIRH Statutes and General Rules.
ATTACHMENTS

1. MATCH REPORT
2. MATCH CONTROL SHEET FOR REGISTRATION
3. PASSPORT/IDENTITY CARD CONTROL
### Match Report / Acta del Partido

**Team / Equipo 1º:**

**Team / Equipo 2º:**

<table>
<thead>
<tr>
<th>TIME OUT</th>
<th>1º</th>
<th>2º</th>
</tr>
</thead>
</table>

#### Players / Jugadores

<table>
<thead>
<tr>
<th>Score / Goles</th>
<th>Cards / Tarjetas</th>
<th>Player's / Jugadores (Given Names and Surnames)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>(Nombres y Apellidos)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Cards / Tarjetas</th>
<th>Player's / Jugadores (Given Names and Surnames)</th>
</tr>
</thead>
<tbody>
<tr>
<td>B B B R Nº</td>
<td>(Nombres y Apellidos)</td>
</tr>
</tbody>
</table>

#### Team Members / Miembros Equipo

<table>
<thead>
<tr>
<th>Cards / Tarjetas</th>
<th>Team Members / Miembros Equipo</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>B B B R</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Cards / Tarjetas</th>
<th>Team Members / Miembros Equipo</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>R B B B</td>
</tr>
</tbody>
</table>

#### Coaches / Entrenadores

- Coach / Entrenador
- Jr Coach / Entrenador Adj
- 1º Delegate / Delegado
- 2º Delegate / Delegado
- Mechanic / Mecánico
- Doctor
- Physiotherapeutic / Fisioterapeuta

### Playing Time Control / Cronometraje del juego

<table>
<thead>
<tr>
<th>Time / Hora</th>
<th>Regular Time / Tiempo nor.</th>
<th>Extra Time / Prórroga</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1º Per.</td>
<td>2º Per.</td>
</tr>
<tr>
<td></td>
<td>1º Per.</td>
<td>2º Per.</td>
</tr>
<tr>
<td>BEGIN / INICIO</td>
<td></td>
<td>END / FIN</td>
</tr>
</tbody>
</table>

**Match Result / Resultado del juego**

**Extra Time / Prórroga**

**Member's Report / Observaciones Miembros**

**Referee's Names / Nombres Árbitros**

**Referee's Report / Observaciones Árbitros**

**Capitains Signature / Firma Capitanes**

**Referee's Signature / Firma Árbitros**

**Delegates / Delegados**

**Member's Report / Observaciones Miembros**

<table>
<thead>
<tr>
<th>Name / Nombre:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name / Nombre:</td>
</tr>
</tbody>
</table>

**Signature / Firma**

© Jordi Torregrosa de la Vega

© Comité Internationale Rink-Hockey (C.I.R.H.)
### EQUIPO - 1

<table>
<thead>
<tr>
<th>Nº Dorsal</th>
<th>GOLES</th>
<th>Tarjetas</th>
<th>Power-play 2 min.</th>
<th>P.play 4 min</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Az Az Az Az R</td>
<td>Inicio Term. Inicio Term. Inicio Term. Inicio Term.</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Entrenador

Auxiliar

Auxiliar

Delegado de Equipo

Delegado de Pista

<table>
<thead>
<tr>
<th></th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>11</th>
<th>12</th>
<th>13</th>
<th>14</th>
<th>15</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>16</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>31</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### EQUIPO - 2

<table>
<thead>
<tr>
<th>Nº Dorsal</th>
<th>GOLES</th>
<th>Tarjetas</th>
<th>Power-play 2 min.</th>
<th>P.play 4 min</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>Az Az Az Az R</td>
<td>Inicio Term. Inicio Term. Inicio Term. Inicio Term.</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Entrenador

Auxiliar

Auxiliar

Delegado de Equipo

Delegado de Pista

<table>
<thead>
<tr>
<th></th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>11</th>
<th>12</th>
<th>13</th>
<th>14</th>
<th>15</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>16</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>31</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
### NUMBERING OF THE PLAYERS / Números de los Jugadores

<table>
<thead>
<tr>
<th>Number</th>
<th>Players (first and last name)</th>
<th>Date of birth</th>
<th>Passport / ID Number</th>
<th>Rel.</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>2</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>3</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>4</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>5</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>6</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>7</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>8</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>9</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>10</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>11</td>
</tr>
</tbody>
</table>

### OFFICIALS / Otros representantes del Equipo

<table>
<thead>
<tr>
<th>Officials / Otros representantes</th>
<th>First and last name / Primer y último nombre</th>
<th>Rel.</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st. Delegate / Primer Delegado</td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>2nd. Delegate / Segundo Delegado</td>
<td></td>
<td>2</td>
</tr>
<tr>
<td>Coach / Entrenador</td>
<td></td>
<td>3</td>
</tr>
<tr>
<td>As. Coach / Entrenador Adjunto</td>
<td></td>
<td>4</td>
</tr>
<tr>
<td>Doctor / Médico</td>
<td></td>
<td>5</td>
</tr>
<tr>
<td>Masseur / Masajista</td>
<td></td>
<td>6</td>
</tr>
<tr>
<td>Mechanic / Mecánico</td>
<td></td>
<td>7</td>
</tr>
<tr>
<td>Other / Otro</td>
<td></td>
<td>8</td>
</tr>
</tbody>
</table>

Please type or use block letters / Por favor escribir en letras mayúsculas

### Remarks / Comentarios:

The numbering indicated on this form is to be maintained until the close of this event.
Los números de los jugadores indicados en este documento tienen de quedar inalterables hasta el final de la competencia.

Any change made without any previous consent of the CIRH makes the offender liable to penalty.
Cualquier cambio sin la previa autorización del CIRH puede implicar para los responsables la sanción correspondiente.