



**NRSA Rink Hockey  
Official Rulebook**

## **Section 1 – Rink Hockey Overview**

### **Part 1 - The game of rink hockey**

1. The game of roller hockey is played on a smooth, flat and rectangular surface, and between two teams.
2. The matches are played on indoor rinks with well light conditions.
3. Players use skates with four wheels placed parallel along two transverse axes (quads) or inline wheels (inline skates); and try to score a goal in the goal of the opposing team only using the stick.
4. One or two main referees are responsible for enforcing the rules of the game. An auxiliary referee controls the timing of the game. All officials who are appointed run the official game table, which is located on the outside of the rink, in a central position and next to the barrier.

### **Part 2 - Teams**

1. A team is composed of 10 players and 7 technical representatives, with:
  - a. 8 rink players and 2 goalkeepers.
  - b. 2 official team delegates.
  - c. 1 head coach.
  - d. 1 assistant trainer or fitness trainer.
  - e. 1 doctor.
  - f. 1 massage therapist or nurse or physical therapist.
  - g. 1 mechanic.
2. Under normal conditions on the rink each team has 1 goalkeeper and 4 rink players.
3. A rink hockey match can only be started when each team is represented by at least:
  - a. 2 goalkeepers, one starter and one substitute.
  - b. 3 rink players.
  - c. 1 official team delegate.
  - d. 1 head coach.
  - e. If a head coach or delegate is missing, the match may still be started, but the main referees must write this in the observations of the match report.

4. The registration of a player acting as a coach in any competition is not permitted.
5. Where one of the representatives referred to in items "b" to "g" of item 1 is unable to be entered in the report, another representative who is not registered in the same capacity shall not be permitted to appear on the bench.
6. All the players must be identified using different numbers, between 1 and 99. The number must be shown on the back of the shirt and must be visible and legible. It can optionally be shown on the shorts.
7. Any team can introduce additional representatives who have not started the match, so long as they are registered in the official match report.
8. Only 2 of the representatives on the bench of each team, including the head coach, can remain standing. The rest of the members remain seated.
9. Except for substitute players, the other team representatives must wear identification during a match.

### **Part 3 – Age Divisions**

All ages are as of January 1st of the calendar year of competition.

8 & Under (8U): Male and female players who have not reached their 9th birthday.

10 & Under (10U): Male and female players who have not reached their 11th birthday.

13 & Under (13U): Male and female players at least 10 years of age who have not reached their 14th birthday.

15 & Under (15U): Male and female players at least 12 years of age who have not reached their 16th birthday.

17 & Under (17U): Male and female players at least 14 years of age who have not reached their 18th birthday.

Under 19 (19U): Male players at least 17 years of age who have not reached their 20th birthday.

Ladies Division: Female players at least 12 years of age. To enhance their international level of play Female players at least 16 years of age may play up in the Bronze or in Silver Division. Ladies playing in the Ladies Division can compete in Ladies Division and only ONE Senior Division either Bronze or Silver.

Senior Bronze Division: Female players 16 years of age and older and male players 45 years of age or older. Male Players 14 years of age to 44 years of age in their 1st or 2nd year of registration and competition. Once a male player moves to the Silver or Gold/World Class division, he may not move back to the Bronze Division until reaching 45 years of age. Male players 14 to 44 years of age wishing to remain in the Bronze Division after their second year of registration and competition must apply to the NRSA for evaluation to remain in the Bronze Division.

Senior Silver Division: World Class Male players 14 years of age or older. Female players 18 years of age or older.

Senior World Class/Gold Division: Male players 16 years of age.

PLAYERS MAY PLAY UP ONE DIVISION ONLY! Players in 13U, 15U, and 17U may play up one division and are allowed to participate in two divisions. U19 male age players may play up one division in the Silver or World Class Division/Gold divisions. Only the above Divisions are recognized for competition in the NRSA Championship Tournaments.

#### **Part 4 – Gameplay**

1. In the 13U and under category, the playing time is 24 minutes, divided into two periods of 12 minutes.
2. In the 15U - 17U, Ladies, Adult Bronze, Adult Silver and category, the playing time is 30 minutes, divided into two periods of 15 minutes. Ladies class will play stop clock in the finals.
3. In the Gold and World Class category the playing time is 40 minutes, divided into two periods of 20 minutes. Stop clock in the finals.
4. In all categories, a rest period of 3 minutes must be granted, between the end of the first period and the beginning of the second period of play.

5. The play clock will run continuously unless the referee requests that it be stopped.
6. The 45 second shot clock will be used in Ladies and Men's World Class, Senior Silver, Bronze and 19U. The referee will count for all other divisions.
7. In the last two minutes of a Semifinal or Championship Round match, if the score is tied or only one point separates the teams, the play clock will be stopped each time the referee's whistle sounds and restarted when play resumes. When time permits, the NRSA may choose to stop the play clock on all whistles. This decision should be made before the Tournament begins and continues through the end of the Tournament.
8. After the start of a Championship Tournament, there will be no hockey play allowed on the Championship site for the duration of the Tournament except for officially designated games (no pickup games, practices, etc.).

### **Part 5 – The Rink**

1. A halfway line divides the rink into two zones of play for each team, defensive and attacking.
2. Defensive zone. Time of possession of the ball and corresponding control.
  - a. When a team takes possession of the ball in its defensive zone, it has 10 seconds to get it into its attacking zone. The counting of this time begins when the player controls or has the possibility to control the ball.
  - b. The team can return the ball to their defensive zone, they then have 5 seconds to return the ball to their attacking zone. The counting of this time begins when the ball crosses the halfway line.
3. Attacking area. Time of possession of the ball and corresponding control.
  - a. The teams have a maximum time of 45 seconds of play to finish their attacks, with the aim of scoring a goal. This time will be controlled by electronic displays. If these are not available, the main referees must count the time.
  - b. The time of possession is only reset when:
    - 1) The team that had possession is given a direct free hit or a penalty.
    - 2) The ball touches one of the posts or crossbar of the opponent's goal or is touched by the goalkeeper.
    - 3) Possession clearly changes to the other team.
    - 4) After executing a faceoff.

## **Section 2 – Specific Situations**

### **Part 1 – Starts and Stoppages**

1. The game begins with the whistle of the main referee and ends with the sound signal of the timekeeper. If there is no sound signal, or it is damaged, it will be the auxiliary referee who signals, and failing that, the main referees.
2. At the start of each period of the match and after a goal is scored, the ball is positioned at the center of the center circle. The game begins with a pass once the referee blows the whistle.
3. The visiting team starts the first period of the match or extra time. The home team starts the second period of the match or extra time.
4. The team that was scored on restarts the match from the center circle, except for:
  - a. If the goal was obtained at the end of any period of the match.
  - b. The goals obtained in the penalty shootout of the tiebreaker of a match.
5. In the execution of the center pass all players remain in their half of the rink and only two of the players on the team making the pass can remain within the central circle.
6. After the whistle of the main referees the ball is in play, and the opposing players can get it.
7. In the execution of the center pass the ball can be sent to the opposing half of the rink or kept in their own half. The team then has five seconds to move it into the attacking zone.
8. If the player in charge of the execution of the center pass decides, after the referee's whistle, to shoot directly at the opponent's goal and manages to score a goal without the ball touching any other player, it will not be valid. The match will be resumed with an indirect free hit from one of the lower corners of the penalty area of the team that was scored on.

### **Part 2 - Playing the ball**

1. The start or restart of the match can only be done by using the flat parts of the

stick. The rest of the game the ball can be played with the stick, skate, or legs.

2. Goalkeepers or players can shoot at the opponent's goal with the edge of the stick if they are in the penalty area.
3. The ball cannot be raised or played when more than 5 feet high, except for the goalkeeper when he is in their goal area.
4. When the ball becomes defective, it is substituted and play resumes with an indirect free hit in favor of the team that had possession of the ball.
5. The ball is in play:
  - a. When the main referees whistle to start or resume the match.
  - b. When the player who benefits from a foul touches the ball to put it in play.
  - c. When it is accidentally raised to more than 5 feet, either because it hits the goal or barriers, by the goalkeeper's defense, or because of a bounce between two sticks.
  - d. When the ball accidentally touches the main referees. But if that touch causes a change of possession of the ball, the game will be stopped immediately, returning possession of the ball to the team that held it before the contact.
6. The ball is out of play when:
  - a. It leaves the rink or is held between the barrier and the safety net. In this situation, the match is stopped by the main referees, who then restart the match with their whistle and:
    - 1) Execute an indirect free against the offending team, when the referees know who caused the ball to leave the rink.
    - 2) Execute a faceoff, when the referees do not know who caused the ball to leave the rink.
  - b. It is caught in the goalkeeper's protective padding or anywhere against the goal. In these situations, the main referees will stop the match, restarting it with a faceoff taken from whichever lowest corner of the penalty area is closest.
  - c. It touches the roof (roof, net, lights, beams, baskets, etc.). The main referees will stop the match and restart it with a faceoff in the center of the rink.

### **Part 3 - Scoring a goal**

1. It is a valid goal whenever the ball completely crosses the goal line when the ball is in play. The goal line is located between the posts and below the crossbar. The ball can't be thrown and can't be moved or directed with the foot or any part of the

body of an attacking player.

2. A goal is valid if it is the result of:
  - a. A shot made from anywhere on the rink.
  - b. The execution of a faceoff without having been touched or played by any other player, even when the ball enters directly into the goal
  - c. A shot by a player towards their own goal either with the stick or as a result, accidental or not, of a deflection of the ball anywhere on their body or a deflection on their own skates. Or if a player or a goalkeeper deliberately and intentionally puts the ball in their own goal.
  - d. A goalkeeper hitting the ball and the ball directly going into the opposing goal.
  - e. As a result of the ball rising to more than 5 feet high, after hitting one of the posts or crossbar of the goal, or against the barrier, and when falling enters the goal.
  
3. A goal is not valid if it is the result of:
  - a. Any deflection, on the skates or any part of the body of a player of the attacking team.
  - b. The execution of an indirect free hit or a center pass, when the ball enters directly into the goal of the opposing team, without having touched the goal or being played by another player.
  - c. Purposefully hitting the ball over the top of the goal either to make a shot or a pass.
  - d. In any of the situations described in the previous points, the game restarts with the execution of an indirect free hit against the offending team from any of the lower corners of the penalty area in question.
  - e. An external element interfering with the game and entering the rink without proper reason. The game is restarted with a faceoff that takes place from any of the lower corners of the relevant penalty area.
  
4. If a goal is scored at the same time that the official game table indicates the end of a period, the main referees will validate it, without it being necessary to make the center pass from the central circle, immediately signaling the end of the period.

#### **Part 4 - Substitutions**

1. You can perform as many as you want. The players of each team enter and leave the rink through the gate next to their bench.
  
2. General rules.
  - a. Player and/or goalkeeper substitutions can be made with the match in progress or with the match stopped. The substitute player or goalkeeper cannot enter the rink before the substituted player or goalkeeper leaves the rink.
  - b. Substitutions are allowed before the main referees have concluded the placement of the players for the execution of a direct free hit or a penalty.



- c. Goalkeepers may be replaced by a rink player at any time during the match.
- d. The re-entry of any goalkeeper or player who is assisted on the rink can only occur after the match is restarted by the main referees.

3. Mandatory substitutions.

- a. Player or goalkeeper who receives on-rink assistance, if a substitute is available.
- b. When the goalkeeper who is on the rink has a malfunction with their skates or equipment. If the match is stopped and you get the permission of the main referees, you can go to your bench to clean your helmet and/or fix your equipment. During a timeout or when a player is being assisted on the rink, it is not necessary to obtain permission from the main referees to go to the bench.
- c. When the goalkeeper who is on rink goes to their bench without the prior authorization of the main referees.

4. If the defending goalkeeper or the player who takes a penalty or direct free hit receives a verbal warning, they cannot be substituted, and must continue, unless they are injured.

5. Specific rules on the replacement of a goalkeeper.

- a. Goalkeepers can be substituted under the same conditions as the other players, and their team may choose to request to be granted 30 seconds to make the substitution, once the game is stopped.
- b. When the substitution of the goalkeeper is mandatory and there is no substitute goalkeeper available, 3 minutes are granted for a rink player to make the substitution, putting on the helmet, pads and other protective equipment of the goalkeepers.
- c. If the substituted goalkeeper refuses to give up their protective equipment to the player or goalkeeper who is going to replace them, the main referees must ask for the help of the team delegates or the captain on the rink, so that the problem is quickly solved. If this is not successful, the match will be terminated by the main referees, making a detailed report in the match report.

6. If a player or goalkeeper falls out of the rink by accident, the main referees will authorize them to jump the barrier to rejoin the game.

7. Irregular substitution:

- a. A substitute player enters before the rink player leaves the rink.
- b. A player jumps the barrier to enter the playing rink.
- c. When a player or goalkeeper who was temporarily or permanently excluded from the match or, who is not previously registered in the match record, enters the rink.

- d. The match will restart with a direct free hit against the offending player's team if it takes place when the game is active.
8. A team can never have 6 or more players on the rink, except for timeouts, and none of the technical representatives can enter.

### **Part 5 - Time outs**

1. The teams can request two timeouts of one minute in each half of the match. The game can't restart until the end of the minute.
2. If the timeout is requested when the game is active, it is taken at the next stoppage. It can also be taken when the match is stopped, provided that the restart of the game must be done by the whistle of the main referee.
3. During the extra time of a match no timeouts are granted.
4. Timeouts are requested from the auxiliary referee, either by the delegate or their head coach.
5. Once requested, the auxiliary referee places a specific sign on the official table on the side of the requesting team. When the match is stopped, they warn the main referees, by using a sound signal, that a timeout has been requested. Once a team requests a timeout, it must be taken.
6. The timeout starts after the main referee's signal. If there are injured players, the referees must signal after the assistance has finished and the injured players have left the rink.
7. During the timeout, the players meet next to their bench, being able to make the substitutions.
8. The main referees will go to the middle of the rink, controlling the players and other members of the bench. They will keep the ball in their possession.
9. When there are 15 seconds left to end the timeout, the auxiliary referee will make an audible warning. It will do the same when the timeout is over.
10. The restart of the game is done by means of a whistle.
11. If a team is late in returning to the rink and delays the restart of the game once the notice of the end of the timeout has sounded, the main referees will give a verbal warning to the coach of the team in question. If they have been expelled, to the

second coach, delegate, or captain.

### **Part 6 - Passive and anti-play**

1. A team practices passive play when one of the following situations occurs:
  - a. One or more players have a clear goal scoring situation and avoids scoring it.
  - b. A team maintains possession of the ball for more than 45 seconds.
2. When a team engages in passive play, the main referees must sanction the team immediately.
3. The main referees cannot give any exception, even when the team is playing in inferiority.
4. When a team has 5 seconds left of the 45 second possession, the main referees must show a warning. This signal is made according to the following:
  - a. One of the main referees, preferably the one closest to the ball, makes the signal, raising their arms to warn the attacking team that they have 5 seconds to conclude their attack.
  - b. When there is no electronic display, the other main referee starts the count of the 5 seconds.
  - c. If that main referee does not immediately start counting, the same referee who makes the warning will count.
  - d. If the attacking team does not finish its offensive action, the referees will whistle immediately, punishing the offending team with an indirect free hit, which is executed according to the following:
    - 1) If the ball is in the "defensive zone" and outside the penalty area of the offending team, the indirect free hit is executed in the same place as the ball at the time of interruption.
    - 2) If the ball is in the "defensive zone" and inside the penalty area of the offending team, the indirect free hit is executed in one of the upper corners of the penalty area of the offending team.
    - 3) If the ball is behind the goal of the offending team, the indirect free hit is taken on one of the lower corners of the offending team's penalty area.
    - 4) If the ball is in the "attacking zone" of the offending team, the indirect free hit can be executed without it being necessary to strictly respect the exact place where the foul is committed.
5. Anti-play is when the team that has possession of the ball does not want to attack the opponent's goal to score a goal and the other team shows no intention to gain

possession of the ball.

6. When the two teams incur in anti-play, the main referees must intervene to restore a competitive spirit in the match, acting as follows:
  - a. The main referees will stop the game and gather in the center of the rink with the two captains or their substitutes, to warn them to stop the anti-play, then ordering the restart of play with a faceoff in the place that the ball was at the time of the stoppage.
  - b. If both teams continue with the anti-play practice, the main referees will immediately stop the game and punish the two captains, or their substitutes, with a blue card. The match will be restarted with a faceoff in the place where the ball was before the stoppage.
  - c. If both teams continue anti-play, the main referees will immediately end the game, writing in detail in the match report the events that occurred.
  - d. If the main referees do not intervene to correct such unsportsmanlike behavior, it is up to the member of the NRSA representative present at the official game table to intervene immediately, using the next stoppage of the match to call the main referees to the game table and demand that they comply with the provisions of the previous points of this article.

### **Part 7 - Minimum number of players**

1. If during a match and as a result of injuries or sanctions, a team can only put 3 rink players or 2 rink players and 1 goalkeeper on the rink, the main referees will end the match, indicating in the official match report why.
  - a. If it is due to injuries, the organizing entity may allow the match to be replayed, totally or partially, considering the time at which the match ended.
  - b. If it is due to expulsions, the main referees will note in the official match report a "lack of appearance" by the offending team.
  - c. If the situation has been caused by the unjustified abandonment of some players, the main referees will note in the official match report the "abandonment of the match" by the offending team.
2. As it constitutes a very serious violation of sports ethics, no team which has players available, can play with 4 players or 3 rink players and 1 goalkeeper. When this situation occurs, the main referees will immediately stop the match, applying the corresponding sanction.

### **Part 8 - Placement and intervention of goalkeepers**

1. The goalkeeper, like the rest of the players, plays on their skates. Although it is allowed that they can keep one knee resting on the ground, except when defending against a penalty or a direct free hit.
2. In the attempt to defend a shot or stop a goal, they can kneel, sit, lie, or crawl and are able to stop the ball with any part of their body, even when in temporary contact with the rink. But they must always have possession of their stick.
3. If they drop any component of their protective equipment (helmet, gloves, shin pads) they can still defend a shot on their goal. Once the action is over, the main referees will stop the game so that they can retrieve their protective equipment.
4. The goalkeeper cannot use their specific protective equipment when outside of the penalty area.

### **Part 9 - Faceoff**

1. The match restarts with a faceoff when stopped by the main referees, provided that:
  - a. Without having signaled a foul, the team that was in possession of the ball at the time of the stoppage is unknown.
  - b. Two fouls of identical severity are committed at the same time by a player of each team, except if one of the teams is sanctioned with a direct free hit for the accumulation of team fouls.
2. For the execution of the faceoff, 1 player from each team is placed in front of each other, with their back to their half rink, placing their stick on the ground and at a distance from the ball of 8 inches. The rest of the players are placed at a distance of 10 feet from the place of execution.
3. The place of execution of a faceoff is determined based on where the ball is at the time of stoppage, except in the situations detailed below:
  - a. In case the ball is retained in the goalkeeper's shin pads or on the exterior of the goal, it is executed in any of the lower corners of the penalty area.
  - b. In case the ball touches the ceiling of the rink it is taken in the center circle.
  - c. In the case of stoppages made when the ball is inside the penalty area or between the extension of the goal line and the back barrier, it is executed in the lower corner of the penalty area closest to the place where the ball is at the time of the stoppage.
4. After the whistle of the referees any player can play the ball.

## **Part 10 – Injured Players**

1. If a goalkeeper or player is injured and needs assistance on the rink, the main referees must stop the game immediately, authorizing the entry onto the rink of the doctor and/or masseur to provide the necessary assistance, even if they were expelled from the match.
2. When an injured player is being helped, the rest of the players can gather next to their substitute bench.
3. Whenever a player or goalkeeper has received assistance on the rink, they will be replaced, except in the case of not having players available. They can participate in the game again once it has resumed.
4. Only the main referees can decide whether a player can be assisted on the rink.

## **Section 3 – Infractions or Fouls**

### **Part 1 - Technical fouls**

1. Technical fouls are all infractions committed on the rink that are related to the breach of rules such as:
  - a. Staying still with the ball in possession and with your back to the rink, in any of the corners of the rink or behind a goal.
  - b. Immobilize or keep the ball immobilized between the barrier and the skates or between the barrier and the stick.
  - c. Making an incorrect execution of a direct free hit or a penalty.
  - d. Raising the ball above the allowed height, except in the case of the goalkeeper.
  - e. A player taking an indirect free hit touching the ball before the whistle of the main referees, and after requesting that the opponents be placed at the regulatory distance.
  - f. In the execution of a faceoff move the ball before the referee's whistle.
  - g. Exceeding the time allowed for possession of the ball in your defensive zone.
  - h. Placing the ball on the top or back of one of the goals or in any of the nets around the rink.
  - i. Stopping a goal by intercepting the ball with any part of the body when the player is within the goalkeeper's protection area.

- j. Grasping, catching, or playing the ball with the hand, arms, or any other upper body part by a rink player; and grabbing or catching the ball with the hand by the goalkeeper.
- k. The goalkeeper intentionally laying on top of the ball or holding it between the legs so that it cannot be played.
- l. Throwing the ball off the rink.
- m. Shouting or whistling to deceive the opponent who is in possession of the ball.
- n. Raise the stick above the shoulders when this gesture endangers opponents or a player of their own team.
- o. Playing the ball with the edge of the stick, except the goalkeeper or when shooting inside the opponent's penalty area.
- p. Entering the protection zone of the opposing goalkeeper, without having possession of the ball.
- q. Playing the ball when leaning or holding on to a goal, except for the goalkeeper when they are in their penalty area.
- r. Playing the ball when you have your hands or any other part of your body touching the ground, except for the goalkeeper when they are in their goal area.
- s. Goalkeeper who is outside their penalty area plays the ball with their stick, when any body part is touching the rink; or if the ball touches their protective pads.
- t. Goalkeeper who is inside their penalty area, and not on their skates, plays the ball that is outside the penalty area with their stick.

## **Part 2 - Verbal warnings**

1. Infractions that force the main referees to make a public warning to the player or team representative that commits it.
2. The referees will write down all verbal warnings made during a match, and they will also be noted in the official match report.
3. Verbal warnings are as follows:
  - a. Simulating an injury.
  - b. Jumping the barrier without prior authorization from the main referees, either with the game active or stopped.
  - c. Doctor and/or masseur who enters the rink to assist a player or goalkeeper without the authorization of the main referees.
  - d. Players or goalkeepers who are prepared for the execution of a penalty or a direct free hit and who, without the authorization of the main referees, go to their bench or any other place on the rink.
  - e. A player who intentionally plays the ball without a stick.
  - f. Player who, while with broken skates (e.g., lost, or blocked wheel, skate separated

from the boot, etc.) plays the ball intentionally.

- g. Goalkeeper who plays or defends the ball without wearing all their protective equipment (helmet, chest pad, two gloves and two goalkeepers' shin pads); or when they take part in the game and their equipment does not meet the regulatory conditions.
- h. Player who chooses to direct the ball towards the body or equipment of the goalkeeper who has temporarily lost their stick or the body of a rival player who has fallen on the rink, with no intention of scoring a goal.
- i. Coach, player or other representative of the team who disagrees with a referee decision, without using swear words or insults.
- j. Coach who deliberately delays the return of players to restart the game after a timeout.
- k. During the execution of a direct free hit or penalty, a defending player who moves in the direction of the ball before the referee whistles to restart the game.
- l. Goalkeeper who is in defense of their goal during a direct free hit or penalty, and moves before the referee whistles or is blowing their whistle.
- m. Player who executes the direct free hit or penalty without the referee having whistled to start the execution.
- n. Goalkeeper who leaves their protection area before the direct free hit or penalty taker touches the ball.

### **Part 3 – Team Fouls**

- 1. They are minor infractions. They can be committed with the match active or stopped.
- 2. They must be registered by the auxiliary referee, upon indication of the main referees. This register will be constantly updated, moving from each period to the next.
- 3. With the match stopped, they are only for:
  - a. Failure to respect the regulatory distance in the execution of an indirect free hit;
  - b. Intentionally moving or retaining the ball, delaying the execution of the indirect free hit against their team.
- 4. With the match active, they are for:
  - a. Contact fouls without using violence and without serious physical consequences, such as grabbing or pushing an opponent, hitting their stick repeatedly and with intensity, or hitting them in the shin pads.
  - b. Goalkeeper who, with the ball in the area behind their penalty area, hits the stick, the skates or the shin pads of the opposing player without causing them to fall down.



- c. Carrying out an illegal block. This is when the blocking player causes some physical contact with an opposing defender. When the blocking player assumes an aggressive position, placing their stick above the height of the skates, getting additional space or intimidating the blocked player or when the blocking player is in motion and does not respect the distance of 20 inches from the blocked player.
- d. Intentionally obstructing an opponent where a player intentionally causes physical contact with an opponent. For example, impeding the path of an opponent, or preventing them from participating in a play that is in progress. Holding an opponent against the barrier, preventing them from playing the ball. Grabbing or leaning on the goal, or on the top of the rink barrier, with the aim of preventing the movement of an opponent.
- e. Verbal warnings, the first time a player is sanctioned, a corresponding team foul must be recorded:
  - 1) Player or goalkeeper who simulates an injury or who pretends to have been fouled by an opponent.
  - 2) Player who, being in possession of the ball inside the area of the rival team, chooses to direct the ball towards the body or the equipment of the goalkeeper who has temporarily lost their stick; or the body of a rival player who has fallen on the rink.
  - 3) Player who, being without a stick, plays the ball intentionally.
  - 4) Player who, while with broken skates (e.g., lost or blocked wheel, skate separated from the boot, etc.) plays the ball intentionally.
  - 5) Goalkeeper who plays or defends the ball without wearing all their protective equipment (helmet, chest pad, two gloves and two goalkeepers' shin pads).

#### **Part 4 - Serious misconduct**

- 1. They are the infractions that force the main referees to show a blue card, to the offender, such as:
  - a. Insubordination, insults, offenses, as well as fouls committed by players and other representatives that endanger the physical integrity of another, forcing them to receive medical assistance or temporarily preventing them from continuing to participate in the game.
  - b. Showing disagreement with a decision of the main referees and / or the members of the official game table, through words, gestures, etc.
  - c. Aggressively targeting an opponent, referees, teammate, or spectators.
  - d. Intentionally moving the goals from their position.

- e. Grabbing, pushing, or carrying an opponent in a dangerous manner, including clashes against the barriers of the playing rink, causing the opponent to be knocked down.
- f. Without using violence, hit an opponent outside the areas protected by the shin pads (body, hands, arms, legs, or knees).
- g. Causing an opponent to fall using the stick, foot, or leg.
- h. Hook with the stick the skate of an opposing player, even if it was an accident and the opposing player is not knocked down.
- i. Hooking or hitting the stick of an opponent preventing them from shooting at the goal.
- j. Perform an irregular substitution. Player or goalkeeper who enters the rink before the other player leaves it; or jumps the barrier to enter the rink.
- k. A goalkeeper throws the stick, mask or glove when trying to make a save.
- l. Goalkeeper who is outside their penalty area intentionally plays the ball with their gloves or pads.
- m. Goalkeeper who, with the ball in the area behind their penalty area, hits an opposing player with their stick on the skates or the protective shin pads causing them to fall.
- n. Player, goalkeeper, or coach who repeats a verbal warning.
- o. Second warning that is made to captains or substitutes when their teams are using anti-play.
- p. Throw the stick, helmet, shin pads or any object in the direction of the ball or against the main referees, opponents, or teammates, without impacting them or the ball.

### **Part 5 - Very serious offences**

1. They are the infractions that oblige the main referees to show a red card to the offender, such as:
  - a. Very serious acts of indiscipline, as well as violent actions that may endanger the physical integrity of anyone.
  - b. Threaten, insult, or make obscene gestures to players, team representatives, referees, members of the official game table, spectators, both with the game stopped or with the game active.
  - c. Assault or attempt to assault players, team representatives, referees, members of the official game table, spectators, both with the game stopped or with the game active.
  - d. Respond or attempt to respond to aggression, using an aggressive and/or violent attitude.
  - e. Practice any other act of violence or brutality against other players, team representatives, referees, members of the official game table, including spectators.
  - f. Maintain incorrect behavior, protesting or demonstrating public disagreement to a

decision of the main referees, of the members of the official game table, when a temporary sanction is being served.

- g. Skating into an opponent with force and knocking them down.
- h. Hitting, using violence, an opponent outside the areas protected by the shin pads (body, hands, arms, legs, or knees).
- i. Throw the stick, mask, shin pads or any object in the direction of the ball or against the main referees, opponents, or teammates, making contact with the ball or them.
- j. Provoke the public with gestures or expressions of an offensive nature.
- k. Interfering directly in a game action from the bench, either of the opposing team, or of their own team.
  
- l. Player or goalkeeper who is temporarily suspended, or who is not registered in the match record, who improperly enters the rink. When this infraction occurs, a red card must also be shown to the coach and in their absence to the assistant coach, in their absence to the delegate and in their absence, to the captain.
- m. Player who fails to remain in the expelled chair serving a temporary suspension.
- n. Intentionally scoring a goal in their own goal. When this infraction occurs, a red card must also be shown to the coach and in their absence to the assistant coach, in their absence to the delegate and in their absence, to the captain Make a substitution after authorizing the execution of a direct free hit or a penalty, regardless of whether these have been started or not. When this infraction occurs, a red card must also be shown to the coach and in their absence to the assistant coach, in their absence to the delegate and in their absence, to the captain.
- o. Goalkeeper who, with the ball in the area behind their penalty area, hits an opposing player with their stick, attacking him, in an unprotected area.
- p. Members of the bench, except substitute players and head coach, who receive a second verbal warning.
- q. Voluntarily play with 4 players or 3 players and 1 goalkeeper having players available. When this infraction occurs, a red card must be shown to the coach and in their absence to the assistant coach, in their absence to the delegate and in their absence, to the captain.

## **Section 4 – Penalties**

### **Part 1 – General Inquiries**

1. All fouls and infractions that are included in these rules of the game will be penalized by the main referees, and sanctioned according to their severity, considering that a foul is more serious the more it has contributed to preventing the scoring of a goal.

2. The place of the offence is the place where the offence is committed. If the ball rises above 5 feet because of a deflection, the place where the action began is considered as the place of the fault, so the place where the stick impacted with the ball and not in the place that exceeded that height.

3. When the defending team benefits from an indirect free hit in any part of its defensive zone, its execution may be carried out immediately, provided that the ball is completely stopped. It is not necessary to move the ball to where the foul took place, or to one of the corners of the penalty area.

4. When the match is active, a player from each team is responsible at the same time for infractions of the same severity, the restart of the match will occur according to the following procedures:

a. The execution of a faceoff when none of the teams had to be sanctioned with the execution of a direct free hit or a penalty; or when both teams was sanctioned with a direct free hit, the team fouls will be cancelled.

b. The execution of a direct free hit, when both teams have been sanctioned with a team foul and only one of them must execute a direct free hit, if the other team has reached the accumulation number needed.

5. When the match is active, a player from each team is responsible at the same time for infractions of different severity, the restart of the match will occur according to the level of severity of each of the infractions (technical foul, verbal warning, blue card, or red card). Examples:

a. The player of the "A" team is sanctioned with a red card and a player of the "B" team is sanctioned with a blue card. The restart of the match is done with the execution of a direct free in favor of the "B" team.

b. The player of the "A" team is sanctioned with a blue card and the player of the "B" team is sanctioned with a team foul that adds up to the tenth. implying that their team must be technically sanctioned with a direct free hit. In this case, the restart of the match is done with the execution of a direct free hit in favor of the "B" team, and the team foul against them will be cancelled.

c. When the match is stopped, after one or more members of a team have been sanctioned with a blue and/or red card, new infractions are made by the representative(s) of the same team, which may be the same as those who were initially sanctioned, the main referees will apply the following procedures:

1) If a minor offence occurs and in the case of the first offence, a verbal warning shall be issued; If you are a repeat offender punishable by a verbal warning, the main referees will show you a blue card.

2) If a serious infraction occurs, the referees will show a blue card.

3) If a very serious infringement occurs, the referees will show a red card.

6. When fouls occur consisting of the throwing of the stick, equipment or helmet, the main referees must act as follows:
  - a. If the object that is thrown to the rink hits the ball, player or referees, a red card is shown to the player who performs this action.
  - b. If the item that is thrown to the rink of play does not impact the ball, player or referees, a blue card is shown to the player who performs this action.
  - c. In both cases, and if the member who throws the object cannot be identified, the main referees will show a blue card to the coach; If they have already been sent off, a red card will be shown to one of the team delegates, and in their absence, a blue card will be shown to the captain on the rink.
  
7. If substitute players or other representatives of the team commit any infraction while on the substitutes' bench, the main referees will sanction those infractions considering that:
  - a. If the offender is a player or coach and is identified by the main referees, they will show them a blue or red card, depending on the seriousness of the foul.
  - b. If the offender is any other representative of the team and is identified by the main referees, they will show them a red card, according to the seriousness of the foul.
  - c. If it is not possible to identify the offender, the main referees will show a blue card to the coach; If they have already been sent off, a red card will be shown to one of the team delegates, and in their absence, a blue card will be shown to the captain on the rink.

## **Part 2 - Technical fouls**

1. The sanction depends solely on the place of the rink where they are committed, with no other disciplinary consequences for the offenders.
  
2. When a foul is committed, by a defender inside their penalty area, it is sanctioned with the execution of a penalty. Except for when the ball rises above 5 feet in height as a result of a movement of the stick of a defender, regardless of whether it is intentional or not. This infraction is sanctioned with an indirect free hit that is executed from any upper corner of the penalty area.
  
3. It is sanctioned with an indirect free hit against the team of the offender, except when the advantage rule is applied.

## **Part 3 - Verbal warnings**

1. When an offender is given a second verbal warning, he is shown:
  - a. A blue card, when the offender is a player, goalkeeper, or head coach.
  - b. A red card when the offender is another representative of the team.

#### **Part 4 - Team fouls**

1. Team fouls given when play is active are sanctioned with the execution of an indirect free hit in favor of the opposing team. Except when the team foul stops a clear goal scoring opportunity, in which case a direct free hit is awarded instead. If the team foul is committed within the penalty area of the offending team, a penalty is awarded instead.
2. Each time a team foul is committed, the main referees will indicate it to the auxiliary referee by means of the corresponding signa, who will record it.
3. When a team accumulates 10 team fouls, it is sanctioned with a direct free hit, a sanction that will be repeated each time the same team accumulates 5 additional team fouls.
4. When a team accumulates 9 team fouls in the first cycle of the game, or when it accumulates 4 additional team fouls in subsequent cycles, the auxiliary referee will place a sign on the official game table to indicate that the next team foul, will involve awarding a direct free hit.
5. When a team reaches the number of team fouls involving the execution of a direct free hit, the auxiliary referee will give the corresponding warning using an audible signal or a whistle.
6. If a team foul is indicated that involves the execution of a direct free hit and, at the same time, the official game table indicates the conclusion of any of the periods of the match, the direct free hit will be made by a direct shot at the goal, without the possibility of subsequent shots.
7. Team fouls given with the game is stopped will still be awarded a direct free hit if it is the tenth, fifteenth, etc.

#### **Part 5 - Serious misconduct**

1. Sanction to the offender.
  - a. Whenever a player or goalkeeper commits a foul classified as serious, the main

referees will show them a blue card, they will be temporarily suspended from the game for a period of 2 minutes.

- b. If the infraction is committed by the head coach, the main referees must show them a blue card, but they will not temporarily be suspended.
- c. If the offender is any other representative of the team, the main referees must show them a red card, expelling them from the match and forcing them to leave the substitutes' bench.
- d. Whenever a card is shown to the coach or any other representative of the team, they must remove a player from the rink without that player being temporarily suspended.
- e. When a player, goalkeeper or head coach accumulates 3 blue cards, the main referees will have to show them a red card, expelling them from the match and forcing them to leave the substitutes' benches.
- f. Players who have been shown a blue card will occupy one of the chairs placed between the substitutes' bench and the official game table, not being able to leave it at any time until the expiration of the suspension time, including timeouts and/or other stoppages of the match. This player will not be able to re-enter the rink before serving the entire time of their suspension. When a player's temporary suspension time expires, they will be immediately notified and allowed to return to their team's substitute bench.
- g. When a player or other representative of a team does not follow the orders of the referees, refusing to leave the bench of their team, the main referees must request police intervention to ensure that their decisions are complied with.

## 2. Sanction to the offender's team.

- a. It is sanctioned with a period in inferiority for each card that is shown to a member.
- b. If the foul is committed with the match in play, the game restarts with a direct free hit if it has occurred outside the penalty area of the offending team, or a penalty if committed within that area.

## **Part 6 - Very serious offences**

### 1. Sanction to the offender.

- a. Whenever a player, goalkeeper, coach, or any other representative of the team commits a foul classified as very serious, the main referees will show them a red card, and expel them from the match.
- b. Any player or representative who has been shown a red card loses the right to join the substitutes' bench and must remain in the dressing room.
- c. Whenever a card is shown to the coach or any other representative of the team,

they must remove a player from the rink without that player being temporarily suspended.

2. Sanction to the offender's team.
  - a. They are sanctioned with a period in inferiority for each card that has been shown.
  - b. If the foul is committed when the match is in play, the game restarts with a direct free hit if it has occurred outside of the penalty area of the offending team, or a penalty if committed within that area.

## **Section 5 – Enforcing Penalties**

### **Part 1 - Advantage law**

1. The main referees must stop the match for a foul except in situations in which the advantage law must be applied once they are certain that the offender does not benefit from the foul in question.
2. The game will not be stopped in situations in which the player who suffers the foul can continue with control of the ball and creates an attacking action. In this situation a team foul should be signaled dynamically while play continues.
3. In the event of an eminent goal situation, the main referees shall follow the advantage law and, after the completion of the action, shall act as follows:
  - to. If there is no goal, the main referees will stop the match immediately, to:
    - 1) Show the blue or red card, with the corresponding period of inferiority.
    - 2) Signal the execution of a direct free hit or penalty.
      - b. If there is a goal, the main referees will validate it, then sanction the offender with the temporary or definitive suspension, and their team with the corresponding inferiority period, restarting the match with a center pass.
4. Except in the event of an imminent goal, the advantage law shall not be applied by the main referees, immediately stopping the match when the following occurs:
  - to. A serious or very serious infringement.
  - b. A team foul that involves the awarding of a direct free hit.
5. The main referees must know how to correctly differentiate and evaluate all game situations. Particularly when there are actions that can be punished and the situations in which the advantage law should be granted. When a player makes a light "touch" on an opponent's stick, the main referees must allow the match to



proceed normally, without signaling any foul.

## **Part 2 - Indirect free hit**

1. The indirect free hit is the way to resume the game after the main referees have sanctioned any infraction, except for sanctions that are restarted with a direct free hit or a penalty. When the game is stopped without any of the teams having committed any infraction, it is restarted by the team that had possession of the ball at the time of the stoppage.
2. Execution of indirect free hit.
  - a. The indirect free hit is executed with the ball stopped, by a single touch and without the main referees having to blow their whistle.
  - b. All players of the sanctioned team are placed at a distance, at least 10 feet, from the point where the foul is executed.
  - c. The main referees will blow their whistle to restart the match when:
    - 1) The executing player is delayed in the execution of the indirect free hit.
    - 2) The executing player requests the main referees move the opposing players to the regulatory distance of 10 feet. In this a situation the indirect free hit can only be executed after the whistle of the main referees.
    - 3) When the ball leaves the rink.
    - 4) On the resumption of the match after a timeout.
  - d. If a foul is made next to the barrier or if the ball leaves the rink, the indirect free hit can be taken at a distance of 2 feet from the barrier.
  - e. Players of the team that benefits from the foul can be placed anywhere on the rink, except in the protection zone of the opposing goalkeeper.
  - f. The player who executes the indirect free hit cannot play the ball again until it is touched by another player or touches the outside of the goal.
  - g. After the whistle of the main referees the ball is in play and any player can take possession of the ball. Place for the execution of the indirect free hit.
  - h. Generally, the indirect free hit will be taken from the place the foul was committed, except in the following cases:
    - i. When a player commits a foul in their attacking zone, the opposing team can execute the indirect free hit in any place in the same area where the ball is located, without it being necessary to respect the exact place where the foul is committed.
    - j. When the ball is raised to more than 5 feet in height by a movement of a player's stick that is inside their penalty area, the indirect free hit is executed in any upper corner of the penalty area in question.

- k. If the foul is committed by the defender behind their goal, the indirect free hit is executed in any lower corner of their penalty area.
- l. For the infraction of a player who jumped the barrier the indirect free hit is executed next to the place where the infraction occurs.
  
- m. In case of exceeding the time to complete an attack action, the indirect free hit is executed according to the following:
  - 1) If the ball is in the defensive zone and outside the penalty area of the offending team, it is executed in the same place as the ball at the time of the interruption.
  - 2) If the ball is in the defensive zone and inside the penalty area of the offending team, it is taken in one of the upper corners of the penalty area of the offending team.
  - 3) If the ball is behind the goal of the offending team, it is taken in one of the lower corners of the offending team's penalty area.
  - 4) If the ball is in the attacking zone of the offending team, the indirect free hit can be executed without it being necessary to respect the exact place where the foul is committed.

### **Part 3 - Direct free hit**

- 1. They are awarded for serious or very serious faults suffered by an opponent, whether or not in possession of the ball, located outside the penalty area of the offender while the match is active.
- 2. A direct free hit is also awarded when a technical foul or a team foul is committed outside the opponent's penalty area that prevents a possible goal.
- 3. It is taken from a point 23 feet from the center of the goal line.
- 4. The player who executes the direct free hit may start it after the referee blows their whistle, being able to choose to make a direct shot at goal or move the ball in the direction of the opponent's goal, trying to pass the goalkeeper.
- 5. The player who executes the direct free hit can choose to start the shot from a static position next to the ball, or at a maximum distance of 5 feet from the ball.
- 6. In the execution of direct free hit it is not allowed to retain the ball to pass it to a teammate or transport it behind the opponent's goal.

#### **Part 4 - Penalty**

1. They are awarded for fouls suffered by an opponent, whether or not in possession of the ball, located within the penalty area of the offender while the match is active. The lines that delimit the penalty area are included in it.
2. It is taken from a point 16.5 feet from the center of the goal line.
3. The elevation of the ball to more than 5 feet in height as a result of a movement of the stick of a player who is in their penalty area is not sanctioned with a penalty.
4. The player who executes the penalty may start it after the referee blows their whistle. It is mandatory to take a direct shot on goal from a static position. The player is allowed all body or stick movement after the whistle.

#### **Part 5 - Common issues during a direct free hit or penalty**

1. When a team is sanctioned with the execution of a direct free hit or a penalty, the presence of a goalkeeper in defense of the goal is mandatory.
2. The player in charge of executing the direct free hit or penalty and the defending goalkeeper must be in a static position. The defending goalkeeper will not be able to move until the referee blows their whistle and can leave their protection area once the attacking player hits the ball.
3. The goalkeeper of the team that benefits from the direct free hit or the penalty can take the hit so long as they keep their leg pads on and remove the helmet and gloves.
4. Players who are not taking the direct free hit or penalty are placed inside the penalty area of the other half rink, being able to move after the referee's whistle.
5. The timing of the game time is restarted when the referee whistles.
6. When the goalkeeper or any of the players in the penalty area moves before the referee blows their whistle to restart the game, the referees must not interrupt the game. They must wait to finish the direct free hit or penalty and then take the corresponding disciplinary measures.
7. If a team does not have a goalkeeper available because it is serving a sanction or because of an injury, a rink player will replace him.

8. A player who executes the direct free hit or penalty can play the ball again after it is touched by the defending goalkeeper, the goal, or the barrier.
9. If while the official game table indicates the conclusion of any of the periods of the match, a direct free hit or a penalty is awarded, the hit has to be executed with a direct shot with no possibility of making a second attempt.
10. Depending on the result of the execution of the direct free hit or the penalty at the end of the regulation time of play, the main referees must apply the following procedures:
  - a. If a goal is scored, it is validated, immediately ending the game, without it being necessary to make the center pass from the central circle.
  - b. If no goal is scored, but the defending goalkeeper commits an infraction during the execution, the main referees will order the execution of the direct free hit or the penalty to be repeated.
  - c. If no goal is scored, the main referees will blow their whistle immediately ending the game time in question.
11. At the time of the execution of a direct free hit or a penalty against their team, the goalkeeper is obliged to:
  - a. Be standing on the skates, with the front axles, brakes, or wheels, placed on the goal line.
  - b. Keep the stick next to the skates, horizontally and parallel to the goal line. The hand that grips the stick is not resting on the goal or on the rink and the hand that is free remains in a static position, without any contact with the goal or with the rink.
  - c. Not make any movement before the referee whistles to start the execution of the direct free hit or penalty.
12. In the execution of the direct free hit or the penalty the goalkeeper may not move until the referee blows their whistle to start the execution of the penalty, nor are they allowed to leave their protection area until the player who executes the shot touches the ball. If these violations occur, the following procedures will apply:
  - a. If the goalkeeper moves before the referee blows their whistle they will be sanctioned with a verbal warning.
  - b. If the goalkeeper moves just at the moment when the referee blows their whistle, they will be sanctioned with a verbal warning, repeating the shot as long as it does not end in a goal.
  - c. If the goalkeeper leaves their protection area before the player touches the ball, they will be sanctioned with a verbal warning, repeating the shot if it does not end

in a goal.

- d. If one of the main referees whistles to interrupt the execution and it ends in a goal, it cannot be validated.
  - e. If a goalkeeper commits a second infraction, their team will have to be sanctioned with a period in inferiority, except if the second infraction occurs in the execution of a penalty for the tiebreaker of the match.
  - f. If the substitute goalkeeper is also suspended or sent off, he will be replaced by a rink player or by another goalkeeper who is registered in the match report.
  - g. If the second substitute goalkeeper is suspended, the main referees will terminate the match, making a detailed report in the official match report.
13. When the player performing the direct free hit or the penalty starts it before the referee whistles to start, an indirect free hit is signaled against them and is executed from the same point.
14. Players who are not directly taking part in the execution of a penalty or direct free hit are placed inside the penalty area of the team that benefits from the foul and can only move after the referee blows their whistle.
1. If the person who moves before the referee blows their whistle is a player of the team that is taking the shot and the shot does not end in goal, this action is sanctioned with the execution of an indirect free hit in favor of the opposing team, in one of the upper corners of the penalty area of the offending player.
  2. If the person who moves before the referee blows their whistle is a player of the defending team, and the shot does not end in a goal, it will be repeated after indicating the corresponding verbal warnings.
  3. If players from both teams move simultaneously, before the referee blows their whistle to start the execution, the shot will be repeated if no goal is scored, ensuring the corresponding verbal warnings.

### **Part 6 - Playing in inferiority**

1. It is the sanction that penalizes the team whose representatives are shown a blue or red card.
2. A blue card is a 2-minute period.
3. A red card is a 4-minute period.
4. When a team suffers a period of inferiority it can only have 4 players on the rink, if it decides to play without a goalkeeper or, 3 players and 1 goalkeeper.

5. When a card is shown to a player on the bench or any other member on it, the coach must withdraw one of the players from the rink. This player will be placed on the substitute bench and is able to participate in the match.
6. The auxiliary referee will notify the delegate of the sanctioned team when the time ends.
7. The beginning of the period of inferiority is the moment the match is restarted.
8. The period of inferiority ends when:
  - a. The sanctioned team is scored on. In this case a player enters the rink, but the player who was shown the card cannot re-enter because they are serving the temporary suspension and will have to serve the entire sanction.
    - 1) The substitute player can enter the rink immediately after the goal.
    - 2) When a team playing in inferiority scores a goal, the goal does not end the period in inferiority.
  - b. The duration of the period of inferiority ends.
9. If another member of the same team is shown a blue or red card, their team will be sanctioned with a second period in inferiority, considering that:
  - a. Corresponding substitutions must be made.
  - b. If the match can continue, the offender's team is sanctioned with an additional inferiority period, with the duration of 2 minutes if the team's offender was shown a blue card; or 4 minutes if the offender is shown a red card.
  - c. This second period of inferiority begins when the first one ends.
  - d. The end of the second period of inferiority occurs the sanctioned team is scored on, or the duration of the period ends.
10. When the same team suffers a third or subsequent sanction, before having served the two periods in inferiority, the main referees will have to:
  - a. Make the corresponding substitutions.
  - b. If the match can continue, the offender's team is punished with:
    - 1) An additional period of inferiority for each of the infractions committed by their representatives, each of them lasting 5 minutes, regardless of the sanction that has been given to each of the offenders.
    - 2) Each of the team's additional inferiority periods begins when the previous inferiority period ends.
  - c. The end of each of the additional periods in inferiority occurs when the sanctioned team is scored on, or the duration of the period runs out.
11. When the two teams have the same number of players on the rink and at the same time of the match the suspension or expulsion of the same number of members in each team occurs, the period of inferiority is not given. The following procedures must be followed:

- a. Each team will make the necessary substitutions to restore parity in the number of players who were on the rink before the infractions.
  - b. If one or both teams do not have enough substitutes available to restore parity, each team serves its corresponding inferiority period, without replacing any of the offenders.
  - c. If before the game restarts, but after substitutions have been made, a blue or red card is shown to another team member, the main referees must act as follows:
    - 1) Sanction the offender's team with an additional period of inferiority.
    - 2) Make the cancellation of the substitutions previously made, considering that the two teams have 4 players on the rink; And when the game restarts, one team fulfils two different periods of inferiority and the other only fulfils one period of inferiority.
12. The immediate substitution of players will not be allowed when the expulsions are due to fouls of different severity (a member of one team is shown a blue card and another member of the other team a red card). In this case, the two teams will be on the rink with the same number of players.

## **Section 6 – Tiebreakers and Qualifications**

### **Part 1 - Tiebreakers**

1. Whenever at the end of a match it is necessary to decide which is the winning team, an extra time will be played.
2. Any player who is suspended at the end of normal match time cannot participate in extra time until they serve the remaining time of their suspension.
3. A break of 3 minutes will always be granted between the end of regulation time and the start of extra time. The teams are not able to go to the locker room.
4. The playing time of this tiebreaker is as follows:
  - a. In the categories of 15U and 17U the playing time is 6 minutes, divided into 2 periods of 3 minutes.
  - b. In all other categories, the playing time is 10 minutes, divided into two periods of 5 minutes.
5. At the end of the first period of extra time, a break of 2 minutes is granted, with the

teams having to stay on the rink, changing their defensive half rink and the substitutes' bench.

6. If at the end of extra time, the result remains in a draw, the teams remain on the rink to decide the winner based on a series of penalty shots.
7. The main referees will decide with the captains, to determine which goal will be used for the execution of the penalties and which team shoots first.
8. Before the start of the penalty shootout, the coach will provide the auxiliary referee with the numbers of the players who will take part in the first series of penalties; The order indicated by the coach must be respected.
9. The auxiliary referee is placed in the center of the rink, and they indicate which player is responsible for executing each penalty shot in the order determined by the main referees.
10. The players who participate in the penalty shootout must be properly equipped (helmet included in the case of goalkeepers), all standing together on each of the side of the rink, laterally to the auxiliary referee.
11. The goalkeeper not defending a penalty will have to be placed in one of the corners of the rink behind the goal where all penalties are executed.
12. In the execution of the first series of penalties, each team may use the players and/or goalkeepers who are registered in the official record of the match, except for players who were sent off from the match by having been shown a red card and those who did not complete the time of their temporary suspension corresponding to the blue card.
13. Each team executes, alternately and using different players, each of the 5 penalties of this first series. But each team can use a single goalkeeper to defend all penalties.
14. If either of the teams has less than 5 players available for the execution of penalties, the shots are executed on a rotating basis, with the players and/or goalkeepers available, and the auxiliary referee must be told who is repeating the execution, after all available players make their shot.
15. If before the conclusion of this series, a team no longer has the possibility of scoring more goals than its opponent, the main referees will end the match, with the team that had scored the most goals being the winner.



16. If this first series ends in a draw, the winner will be decided with an additional series in which each team alternately executes a penalty until one team scores a goal and the other does not. The team that scores the goal will be considered the winner.
17. In this additional series, a player can shoot all their team's penalties, and each team can use a single goalkeeper to try to defend all penalties.
18. One of the main referees is placed in the lower corner of the penalty area, being responsible for indicating the start of the execution of the penalty, controlling the action of the performing player and the defending goalkeeper, considering the rules regarding the execution of the penalty.
19. The other main referee is placed on the opposite side of the penalty area, behind the goal line, to validate the goals.
20. If the ball enters the goal after touching the back barrier, and then also on the goalkeeper, the goal in question is not valid.
21. If the ball enters the goal, after touching the posts and, afterwards also on the goalkeeper, the goal is valid.
22. It is not necessary for the execution of the center pass for the validation of the goals obtained in the penalty shots for a tiebreaker.

## **Part 2 - Points and classification**

1. In the events, tournaments, and competitions whose classification is defined by the points obtained in each match these will be distributed as follows:
  - a. Win... 3 points.
  - b. Tie... 1 point.
  - c. Defeat... 0 points.
  - d. Failure to appear... 0 points.
2. In the events, tournaments and competitions played with the points system, the final classification is defined by descending order of the sum of points gained by each of the teams.

3. Tie in the standings between two teams. If at the end of an event or competition two teams are tied on points, the following criteria will be used for the tiebreaker.

a. One round:

- 1) Firstly, only the matches played between the two teams involved will be considered, with the team that obtains the highest number of points in the highest position. Head to head will determine the highest placement.
- 2) If the tie remains, the team that has the greatest difference between the total goals scored and the total goals conceded will be in the highest position.
- 3) If the tie remains, the highest team will be the one with the highest goal ratio resulting from the division of total goals scored by total goals conceded.

b. Two rounds:

- 1) Firstly, only the matches played between the two teams involved will be considered, with the team that has the highest number of points ranking in the highest position.
- 2) If the tie remains, the team that has the greatest difference between the total goals scored and the total goals conceded will be in the highest position.
- 3) If the tie remains, the highest team will be the one with the highest goal ratio resulting from the division of total goals scored by total goals conceded.
- 4) If the tie remains, all the matches played during all phases of the event must be taken into account:
  - a) The team that has the greatest difference between goals scored and goals conceded.
  - b) If the tie remains, the highest team will be the one with the highest goal ratio resulting from the division of total goals scored by total goals conceded.

4. A tie in the standings between three or more teams. If at the end of an event or competition three or more teams are tied on points, the following criteria will be used for the tiebreaker.

a. One round:

- 1) If one team defeated the other two in match play, they receive the higher placement. If one team has tied one team and defeated one giving them more head-to-head points, they would be declared the higher placement. The two remaining placements will be determined by the two teams' head-to-head score against each other. If the tie remains, the team that obtained the largest difference between the total goals scored and the total goals conceded will be in the highest position.
- 2) If the tie remains, the highest team will be the one with the highest goal ratio resulting from the division of total goals scored by total goals conceded.
- 3) If the tie remains, all the matches played throughout the phase of the event must be taken into account:
  - a) The team that has the greatest difference between goals scored and goals conceded.

- b) If the tie remains, the highest team will be the one with the highest goal ratio resulting from the division of total goals scored by total goals conceded.
- b. Two rounds:
  - 1) Firstly, only the matches played between the three or more teams involved be considered, with the team that has the highest number of points ranking in the highest position.
  - 2) If the tie remains, the team that has the largest difference between the total goals scored and the total goals suffered, between the three or more affected teams.
  - 3) If the tie remains, the highest team will be the one with the highest goal ratio resulting from the division of total goals scored by total goals conceded.
  - 4) If the tie remains, all the matches played during all phases of the event must be taken into account:
    - a) The team that has the greatest difference between goals scored and goals suffered.
    - b) If the tie remains, the highest team will be the one with the highest goal ratio resulting from the division of total goals scored by total goals conceded.
- 5. If the tie remains, NRSA will decide the tiebreaker criterion with consultation of the teams involved.

## **Section 7 – Administrative**

### **Part 1 - Protests**

- 1. Administrative protests.
  - a. Administrative protests are based on alleged irregularities and/or violations of the Technical Rules or Regulations, such as the eligibility of teams and/or players, poor conditions of the rink, use of irregular clothing and/or equipment, etc.
  - b. For an administrative protest to be considered valid, the main referees must be notified by the delegate and captain of the team that raises it before the match begins.
  - c. When the main referees receive an administrative complaint, they will inform the delegate and captain of the opposing team of the protest presented by the rival team.
  - d. The main referees must prepare, as a complement to the match report, a confidential report of all the proceedings and decisions taken on the protest in question.
  - e. If the protest is because of a deficiency in the rink, the main referees will take the corresponding steps to start the match.

## 2. Technical protests.

- a. Technical protests are based on possible errors of rule, technical errors or other judgments erroneously made during a match by the referees, in violation of the Official Rules in force or that could have had a direct influence on the result of a game.
- b. For a technical protest to be valid, it must be notified by the captain of the team that raises it, inside the rink to the main referees of the match, during any stoppage of the game, or immediately after the end of the match.
- c. The main referees immediately inform the captain of the opposing team that the match has been the subject of a declaration of protest by the opposing team.
- d. Ensure, immediately afterwards, the mandatory signing of the official match report of the delegates and captains of each of the teams.

## 3. Confirmation of protests.

All protests must be subsequently confirmed by the entity responsible for the team that raised them by means of an official letter, accompanied by the means of payment of the corresponding fee (\$50), and given to an NRSA member at the event within 1 and a half hours of the conclusion of the match.

## **Part 2 - No-show and game abandonment**

1. Regarding the official time of the start of the match, any team has a margin of 10 minutes to appear on the rink ready to play the match.
2. If after that time, a team is not on the rink or does not present the minimum number so that the match can start, the main referees must perform the following procedures:
  - a. The players of the team present on the rink to play the match are identified, confirming the presence of the minimum number required for this purpose.
  - b. Then, the main referees the salute to the public and then whistle immediately to end the game.
  - c. In the match report, the referees will record in detail the circumstances that led to the decision to assign "failure to appear" to the team in question.
3. Regarding the interval period of a match, any team has a margin of 5 additional minutes to present itself on the rink ready to continue in the match.

- a. Once that margin of 5 minutes ends and any of the teams is not on rink or does not present the minimum number so that the match can start, the main referees must end the match due to the abandonment of the match by the team in question.
  - b. In the match report, the referees will record in detail the circumstances of what happened.
4. No show. The team that does not show is scored as defeated in the match in question, by a result of ten goals conceded and zero goals scored (0 - 10).
  5. Match abandonment. The team that abandons a match will be eliminated from the competition or event in question. Such a decision shall be formalized by the organizing authority.
  6. When the temporary or permanent impossibility of using the playing rink occurs, the main referees must grant a margin of 15 minutes to solve or repair that deficiency. If after this margin this issue continues, the following procedures apply:
    - a. If there is evidence of force majeure due to serious breakdown in lighting, flooding, or slippery rink, etc. that prevents the use of the game rink at the time indicated for the start, the match must be held in an alternative venue, granting an additional margin of 90 minutes, including the time of transfer of the teams from one venue to another.
    - b. If the inability to use the playing venue is due to a breakdown or repairable deficiency or because another roller hockey match is being played, an additional 30 minutes will be granted for the match to start.
    - c. If the issue cannot be solved, the main referees will inform the teams that the match will not be played, recording in the match report the circumstances that determine the decision taken.
    - d. If the problem is solved and the match can be played, the teams will have a period of 20 minutes to warm up on the rink.

## **Section 8 –Tournament Play**

All divisions will play a round robin preliminary for the purpose of seating championship games and eliminations.

2 TEAMS: 3 round robins with 4th game as the final and deciding championships game.  
(Total of 4 games)

3 TEAMS: Double round robin with 1st and 2nd place going to the championship game

with 3rd place team to be eliminated. (Total of 7 games)

4 TEAMS: 1 preliminary round robin with top 4 teams goes to championships. 1st place plays 4th place, 2nd place plays 3rd then losers of those games play for 3rd and 4th and winners of those games play for 1st and 2nd. (Total of 10 games)

5 TEAMS: 1 preliminary round robin with 5th place team eliminated and finishing in 5th place. The top 4 teams will enter the championship round. 1st place plays 4th place, 2nd place plays 3rd then losers of those games play for 3rd and 4th and winners of those games play for 1st and 2nd (Total of 14 games)

6 TEAMS: 1 preliminary round robin with the top 4 teams to the championship round. 5th and 6th will be eliminated, and 5th and 6th place will be determined by their points accumulated in the round robin. The top 4 teams will enter the championship round. 1st place plays 4th place, 2nd place plays 3rd, then losers of those games play for 3rd and 4th and winners of those games play for 1st and 2nd (Total of 19 games)

7 TEAMS: 1 preliminary round robin with the top 4 teams to the championship round. 5th, 6th, and 7th eliminated, and placements determined by points in the preliminary round robin. The top 4 teams will enter the championship round. 1st place plays 4th place, 2nd place plays 3rd, then losers of those games play for 3rd and 4th and winners of those games play for 1st and 2nd (Total of 25 games)

8 TEAMS: 2 Brackets for 4 teams each. Each bracket will play 1 preliminary round robin with the top two teams from each bracket going to the championship round. The top 4 teams will enter the championships. 1st place plays 4th place, 2nd place plays 3rd, then losers of those games play for 3rd and 4th and winners of those games play for 1st and 2nd. The bottom 4 teams playing for 5th through 8th place with 5th plays 8th, 6th plays 7th. The Loser of those games plays for 7th and 8th and the winners will play for 5th and 6th. (Total of 20 games)

9 TEAMS: 2 Brackets with 1 bracket having 4 teams and 1 having 5 teams. The 5th place team, the bracket with 5, will be eliminated and take 9th place. The top 4 teams will enter the championship round. 1st place plays 4th place, 2nd place plays 3rd, then losers of those games play for 3rd and 4th and winners of those games play for 1st and 2nd. The bottom 4 teams playing for 5th through 8th place with 5th plays 8th, 6th plays 7th, Loser of those games plays for 7th and 8th and the winners will play for 5th and 6th. (Total of 24 games)

Any more teams entered in a division (10 and over) we will use the double bracket round robin format as above. The following point system is used to determine seeding for the Finals Round: Win = 3 points; Tie = 1 point; Loss = 0 points. The team with the most points receives 1st Place, the next highest point value receives 2nd Place, etc.

Tie Breakers For ties in the elimination round, the head-to-head score will determine the placement in the championship round. If the teams are still tied after the head-to-head score, then goals for and goals against (goal differential) will decide the championship round placement. 5 If at the end of the elimination round, three teams have the same number of points, the tie will be broken as follows. If one team defeated the other two in match play, they receive the higher placement. If one team has tied one team and defeated one giving them more head-to-head points, they would be declared the higher placement. The two remaining placements will be determined by the two teams' head-to-head score against each other. Sudden death playoffs are only to be used to break ties for 1st, 2nd, and 3rd Tournament Placements. Matches played during the Finals Round are not allowed to end in tie scores. Should a tie exist, a sudden death playoff will take place according to Article 32 of the World Skate Rules of the Game of Rink Hockey. All scores, team fouls, individual sanctions, and inferiority periods will carry over into the sudden death time.

#### Meet Director

The NRSA will designate a staff member as the meet director for any NRSA sanctioned event. They will have a designated NRSA assistant meet director who will help with the overall running of the tournament as well as other expressed duties assigned by the meet director.

#### Site Integrity

The facility staff is responsible for how the layout of the facility is to be arranged for the NRSA Championship Tournament, i.e., floor, dressing rooms, scorer's table, referee's area, etc. Two days prior to the start of the Championships, the Meet Director and/or an NRSA Board member will arrive on site to finalize all the details for the NRSA Championship Tournament facility.

#### Head Referee

The head referee will be chosen and approved by the NRSA Board. He is responsible for organizing, evaluating, educating, and scheduling the referees for the Invitational Tournament. The tournament referees will oversee the uniform, roster and player's safety equipment check in of each team before the team's first match. After the first match, the team's coach is responsible for safety equipment and uniform checks. When a player is found in violation of equipment safety rules, that player will be suspended from the match until the violation has been corrected. A second occurrence by any player on the same team for safety equipment violations will result in that player being suspended for the entire tournament.

## Score Keeper, Timer, and Statistician

A head scorekeeper will be chosen and approved by the NRSA Board. He/she will be responsible for the correct timing of the matches and the correct recording of all pertinent items on the official score sheets (player names, numbers, goals, assists, fouls, referees, starting time, game number, etc.).

**CODE OF CONDUCT** Any alleged violation of the player Code of Conduct occurring during travel to, attendance at or participation in a NRSA sanctioned event shall be reported to the Meet Director and/or the NRSA Board member. The NRSA shall consider the allegation, give the affected player such opportunity to be heard in defense or mitigation as may be reasonable under the circumstances without interfering with the running or the scheduled events, and determine whether it appears probable a violation has occurred. Should the Meet Director and/or the NRSA Board member determine that it is probable a violation occurred, the player could be suspended from a match or suspended from the remainder of the Tournament.





**NRS**

**NATIONAL ROLLER SPORTS**

[WWW.NATIONALROLLERSPORTSASSOCIATION.ORG](http://WWW.NATIONALROLLERSPORTSASSOCIATION.ORG)