

PLAYING RULES RINK BANDY

(Regeln für das Bandy-Spiel auf Eishockey-großen Eisflächen – engl. Rink)

Approved by the International Bandy Federation (IBF) at the Congress 1997.

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Rule 1 THE PLAYING FIELD

The Field Dimensions and Marking (Boundary and Playing Lines)

The field shall have a length of 45m minimum or up to 60m maximum; and shall have a width of 26m minimum or up to 31m maximum. The field shall be clearly marked with complete boundary lines; a middle line (red), two goal lines (red), and two offsides lines (blue). The playing field between goal lines shall be divided into 3 equal sized portions. The goal lines should be marked at an angle crossing the field with a minimum of 3.5m or maximum 4.5m from the field baseline. There must be 4 stroke-off areas each marked with red complete lines. The circle has a radius of 4.5m. The goal area is marked as a half-circle from goal line to goal line with an outward radius of 1.8m measured from the middle of the goal.

Sideboards

The field shall be surrounded with sideboards of a minimum height of 15cm and maximum of 122cm. When using low sideboards; primarily lowered and rounded are implemented, or the four corner tilted boards.) On the short side (baseline) are placed sideboards with minimum 3.5m and maximum 4.5m behind the goal line.

Low boards can be made of wood, aluminum, or another accepted material in length of 4m 15cm high and 4cm thick. Placed on the ice with the help of hooks which are fastened to the outside of the board. Low boards must not be fastened to the ice, but must be moveable in the event they are bumped into. On the topside of the boards must be a fastened and acceptable protection.

The Penalty Area

The penalty area is from blue line and behind the goal against the endboards. The goalie can move and retrieve the ball within the entire penalty area.

Goal

The goal cage area shall have the following dimensions: Height of 122cm, width of 183cm, depth of minimum 60cm or maximum of 112cm. The goal should be supplied with braided netting. In case the goal has a metal netting, a drop net shall be in place.

The net's circumference width should not be more than 4cm. The goal cage is placed with steel cylinders and the outer section facing the baseline.

Rule 2 EQUIPMENT

Helmet

All players and referees must use an approved helmet. All players must use a mouth protection device while the goalkeeper must have full face protection. All players on the ice may use full face protection (IBF approved) if they choose. All junior players (up to Y-19) must use full face protection helmet in all games sanctioned by the IBF.

The Sticks

Sticks may be made of wood or some similar material. The width of the stick blade (measuring from top to

bottom) may not be more than 7cm with or without tape or lacing. The length of the stick is measured along the outer bending portion and may not exceed 125cm. The corners and edges of the stick must be rounded off (sanded). The stick may not have any metal fittings, screws, straps (as in ski poles), or similar material attachments.

A curved blade (hook) may not be more deeply than 40 mm.

The Ball

The ball shall be made of approved material in an easily visible red color. When dropped on firm ice from a height of 1.5m., the bounce shall be regular, 20 cm at least and not more than 30 cm. The diameter shall be 65mm (+/- 1mm) everywhere, and its weight shall be at least 60 g. and not more than 65 g. when un-used.

The Skates

All players and referees on the ice should wear skates. There shall be no sharp points or other things on the skates, that might harm others. On the upward back part of the sliding surface there must be a knob of plastic or similar approved material.

The Goal Keeper Equipment

The goal keeper is not allowed to use sticks. The fingers of the gloves should be separated from each other. The gloves can have protection material at the inside, at the most, of 1cm thick. The shirt must have a different color than that of the teammates. The goal keeper must use approved knee-protection.

Comments and Interpretations

Approved Stickers

The previously mentioned referees must both before and during the match check that the match balls, sticks, and player uniform equipment is approved and legal.

Referee Control of Equipment

The referee shall approve and control all equipment including sticks before the start of the match. In connection to the beginning of the match will the referee receive notice from each team captain that their team is abiding by and participating within the regulations, and also, that the players on their team all have approved protective equipment in accord with these regulations. The team captain is responsible for the team at this point. If a player is in fact found to be participating with non-regulation equipment during the match, will the player be penalized (sent off) and receive 2 minutes in the penalty box. Play resumes with a free-stroke if the referee has blown to stop play in order to send off the penalized player. Players are penalized (sent off) for missing needed equipment and must show the referee on their own initiative that the problem has been corrected.

Player Losing Equipment During Match

A player who inadvertently loses protective equipment such as a helmet, mouth-protector, face-mask, plastic stoppers on skates and such is allowed to participate in the play one is involved in, but must immediately thereafter correct the situation. Failure to do so will result in a penalty (time) and an awarded free-stroke.

Delay of Match for Missing Equipment

The referee shall immediately take charge against a player who delays the game by tying their skates or adjusting equipment deliberately during play. Each adjustment must be made in the team bench area before entering the playing field. If any player delays the match in such a manner following the referees whistle will the player be sent off and receive two minutes in the penalty box.

Ball Stuck in the Skates or Equipment

If a ball becomes stuck in equipment or skates during play, the referee must whistle for play to stop immediately. Play resumes by bully (face-off).

Balls are the Organizer's Responsibility

The match organizer has responsibility of providing all needed balls for the entire match or matches. Reserve balls must not be located at the goal stand, but from a referee signal shall they be delivered from an official within the secretariat. Skates, sticks, and stick tape must be a different color than the ball.

Ball becomes stuck on the net of the goalcage

In the event the ball becomes stuck on the net of the goalcage, the goalkeeper shall bring the ball back into play. When the ball deliberately is played on the net by a defending player, a free stroke will be awarded to the

offensive team.

RULE 3 NUMBER OF PARTICIPANTS

A rinkbandy match is played by two teams. Each team may have 6 players on the ice of which one is the goal-keeper. A team may not begin a match with less than 4 players.

Each team has a right to use reserve players (substitutes which must include one other goal-keeper). The match sheet must be completely filled out with all names and numbers and must be delivered to the referee in good time before the match start. Total allowed for play are minimum of 4 players, and maximum of 12 players.

The match sheet (game report) must be clearly marked showing which player is the goal-keeper reserve, but a team which has less than 12 players is not required to give a reserve name for the goal-keeper. All incoming players may be used as reserves. Team line-ups can change until the beginning of the match. In the event a player(s) is (are) not noted on the game sheet before the match begins and the team is not complete, the said player(s) committing the foul must wait until the second half to play, and possibly until overtime, such that the referee has been informed and completed the match sheet (report). If said player(s) has (have) been used, will they be penalized and the team receives a penalty of 4 minutes.

Players may continue to play following half-time after the registration of their names and numbers on the match sheet.

The Captain

The captain of the team must wear a "C"-sign on the left breast, or a band on his left arm.

Changing Players During a Match

No limits are placed on changing players during a match, but change may only occur during play, possibly when there is a whistle for a goal, penalty-shot or injury. Player exchanges of incoming and outgoing players must occur at the same time and at the same place (past the sideline up to the midline). A player coming from the ice must hold the boarding of the player-bench before a new player is allowed to enter the ice. The result of illegal changing is a penalty of 2 minutes for the player who is entering the ice and a free-stroke for the opponent. If proper change is not followed by a player for the second time, he will then be disqualified for the rest of the match (personal foul after 2minutes). An injured player which is not substituted by another can become involved again at any time. This applies also to a player who must change in order to replace or adjust equipment. An injured player which will be replaced may leave the field of play at any place (boundary).

Engaging a Penalized Player-Personal Foul

A player with a time penalty may join the play on the field again once they receive acknowledgement from the secretariat or referee without the play being stopped. The incoming player who served the penalty cannot be replaced by another player during the time penalty.

Besides this rule, when a goal is scored by the opponent, the penalty has been served in its entirety. In this instance, the penalty will be counted as a personal foul. This can not be done if both teams have equal number of players penalized. A player with a personal foul can not enter the ice before his penalty-time is over, and his team is taking one player from the ice. When a team has more than one player serving penalties in the penalty-bench, and a goal is scored by the opponent, the first of these penalties will be changed to a personal foul. A player sent off for the remainder of the match may not be used again during the match, even in eventual overtime periods.

Comments and Interpretations

In the event a waiting time penalty is given to a defensive player while the opposition scores, can the defense then replace the team to full capacity. But the penalized player must serve the penalty in the box for the personal foul. If a team is missing players at the match start (for late arrival etc...) the match must begin with the players present who are listed on the match line-up sheet. A team may supply the rest of the players to complete the squad (up to 12 players) during the half-time intermission. In possible overtime play may the reserves be engaged, but not if the match will be decided by a shoot-out.

Delayed Penalty (three penalties to serve)

If a team has 3 penalties to serve, it will be a delayed penalty. The player who has been penalized must go to the penalty box. In the mean time, the team can use an other player until the running penalty time is effected.

Teams with Less Than 4 players before the start of the match

If a team has 4 or more players at game time, the referee must start the match, if not, there must be a solid reason to postpone the match start time. If a team has fewer than 4 players, the referee may not start the match. The referee must decide the outcome of the situation (whether play must begin, or within reasonable time that a team can field 4 or more players.

When the Amount of Available Players becomes Less than Half of the Opponent's Team during the Game

If a team has so few players resulting from the full game penalties, or too many players are injured, the referee may stop the match. Players who are penalized for time are counted as available players.

Rule 4 PLAYING TIME

Match time is 2x30 minutes with a ten minute break (half-time intermission). In tournament play a reduced match time may be implemented.

Time Out

Each team is allowed 1 time-out of 30 seconds per game and the game clock is stopped. Time out can only be implemented in relation with a game-stop. The team (captain or leader) can tell the referee during play that they want a time-out. On first intermission (whistle), the referee will give the time-out.

Rule 5 PLAYER JUSTIFICATION

The goal keeper has the right within the penaltyarea to throw himself on the ice in order to stop the ball. It is forbidden for any other players to throw themselves on the ice in order to stop the ball or stop an opponent. Players who throw themselves on the ice in this manner are considered out of the play and are not allowed to participate in the play. No other player than the goal-keeper can become involved in a play without a stick. A player who has broken a stick may not participate in the match again until they have received a new stick. New sticks are not allowed to be thrown in from the sideline onto the field for a player. A stick which breaks during action shall immediately be removed from the field of play after the referee has whistled for the play to stop. For a violation of this rule, a player is assessed a 2 minute penalty.

Comments and Interpretations:

Player Without a Stick

A player who becomes involved in play without a stick, or with a portion of a broken stick, or attempts to remove a broken stick will be penalized 2 minutes.

Player who Accidentally Touches the Ice

Players who accidentally touch the ice by hand or knee are allowed to continue playing.

Player On their Knees

A player who is on one or both knees is not allowed to touch the ball or become involved in the play.

Player Throwing Themselves on the Ice

Players who throw themselves on the ice in order to stop an opponent or ball will be penalized 4 minutes. Free stroke will be awarded, and if a collision occurs within the penalty area, a penalty is awarded. Throwing of objects or personal equipments to other players is also forbidden and will be penalized with 4 minutes.

RULE 6 PLAY ON THE BALL

Hitting the Ball

One can use the stick to shoot, stop, change direction, or guide the ball as long as the stick stays below shoulder height.

Directing

Players with both skates on the ice, may direct and/or kick the ball. Directing the ball by hands, arms, or head is not allowed. If no other player is in danger, a player is allowed to jump up off the ice in order to stop or hit the ball, or to direct the ball to a partner or to their own stick. Players who direct the ball to themselves, must play the ball with their stick before they direct the ball again. The ball is not allowed to be directed two times by the same player until it has been touched by the stick.

Stopping the Ball by Hand or High Stick

Players (on the field) are not allowed to stop the ball by their hands. Play is stopped by the referee if a player stops a ball with the stick over the shoulder height, head or helmet. If a decided advantage was caused and the action took place within the penalty area, shall a penalty shot be awarded. If the foul brought about an unfair advantage shall the player involved be penalized 2 minutes.

Comments and Interpretations:

High Stick

All hitting or attempts at hitting the ball along with attempts to stop the ball with the sticks meeting point with the ball above the shoulder is forbidden and must be penalized - shoulder height is based upon a players shoulder height standing upright on the ice with skates.

Hitting in close Contact

Also hitting during close (tight) proximity to other players below the shoulders is not allowed and will be penalized, if there is any interpreted risk of injury for other players. An example would be a tennis like hit made in tight situations. The same can be said about whipping action which can be quite dangerous. The referee shall stop play immediately in the event there could be danger to any other player.

RULE 7 PLAY AGAINST OPPONENT

Hitting, kicking or holding

It is forbidden to kick, strike with the feet (legs), shove, with hand or stick strike or hinder an opposing player. Also it is forbidden to grab or hold onto an opponent. Also forbidden is throwing a stick at an opponent or attempting to stop the ball. (The stick must stay with the respective player at all times).

Holding an Opponents Stick

Furthermore it is forbidden to hit, lift, press down, or to hold an opponents stick or in any other way prevent to opposition from using their stick.

Unsportsmanlike conduct

All unfair play, dangerous or otherwise, is strictly forbidden.

Delaying a player outside of the ball's reach.

It is forbidden to hinder a player if the ball is not within reach.

Allowed attack.

It is allowed to attack a player within reach of the ball, shoulder to shoulder and must not be dangerous or violent.

Penalty for Rule Violation

Violation of this rule is penalty by a free-stroke, or possibly a penalty shot in the event a player has broken the rule inside the defensive teams foul area (goal keeper's position). If need be can the referee expell a player.

Comments and Interpretations:

Attack on an Opponent

The referee shall show a solid command when play involves unlawful hitting with attack on an opponent. Especially a hit with the stick which strikes any part of another player's body. Such attack is penalized immediately no matter where it took place on the playing field. Hit with stick on an opponent in penalty area; penalty shot.

Attempt to hit an opponent with stick which misses.

Situation with the ball inside reach of players.

If a player attempts to hit another player with either stick and misses (in other words doesn't touch) and the ball is within reach, will the referee expel the (striking) player. Penalty shot on goal is not awarded, even if the situation takes place within the goalie area.

Situation with ball outside of reach.

If a player attempts to strike another player and the ball is outside of reach is the penalty the same as if they had contact by striking with a stick. This means that a free-stroke will be awarded if this happens outside the defensive penalty area, and a penalty shot is awarded if it occurs within the defensive penalty area. In addition will expulsion result. The ball is considered within the reach if the player in the following moment could play it.

Hindrance

It is not allowed to deliberately hinder (to shade or manipulate physically) an opponent while the ball is out of reach. This is seen as an obstruction and therefore the referee may regard it as such, then a team-warning is issued and free-stroke is awarded to the opponent. In the event the foul occurs again (of the same or another player) shall the player committing the foul of hindrance be penalized 2 min. and a free-stroke awarded to the opponent.

RULE 8 AWARDING A GOAL

The objective of play is to score goals, and the team scoring the most goals at the end of regulation time, has won.

If the teams have not scored, or if both teams have scored the same number of goals is the game ending tied.

A goal is made when the ball has been played correctly and in its entirety has crossed the goal line (the back part of the base line inside the goal cage) between the goal posts and under the cross bar. If the goal for some reason is moved, the referee has the right to award a goal, if the referee maintains that the ball would have crossed the goal like within the goal bound areas. Once the goal has been pushed or shoved in order to prevent a goal will the offender be penalized 2 min. and penalty shot on goal awarded. If play must be stopped for adjustment of goal position, play will resume 1 meter from the goal line. It is allowed to score directly from stroke-off, a free-stroke on goal, penalty shot and bully (face off). If the ball hits an opponent player and then enters the goal, the goal is accepted.

Unaccepted Goal.

This means a play involving the ball coming off a skate (not on purpose) of the offensive team, and enters the goal, will a free-stroke be awarded against the offensive team. If it is a play regarding one's own goal (mistake) is this always awarded a goal. But a goal cannot be scored from the goalie's throw. If the ball hits the referee and then enters the goal, the goal is not awarded, but a bully (face off) will be taken.

RULE 9 HINDRANCE (INTERFERENCE)

IN GOALIE'S AREA

A player may not remain for a prolonged period inside the goal area if the point is to obstruct the view of the goal keeper or goal keeper's freedom of movement. If this happens, a free-stroke is awarded.

RULE 10 GOAL KEEPER

The goal keeper can move freely within the entire penalty area, in order to hold or pick up the ball with one or both hands. Once the ball is picked up the goal keeper has 5 seconds to put the ball into play again. If a teammate passes (back) to the goal keeper, the goalkeeper is not allowed to pick up the ball with his hands. With a throw out by goal keeper shall the ball contact a player or sideboards before passing the midline so offense can continue. In case of a foul will a free-stroke be awarded to the opponent.

A goal keeper outside his penalty area can only play the ball by means of body and skates (not hand, arm or head).

RULE 11 FREE-STROKE

Free-stroke in the penalty area, made for the offensive team - except for plays behind the goal, is taken at the nearest free-stroke spot. The exception also includes an attacking (offense) team which received a free-stroke at the sideboards, between the goal line (baseline) and penalty line, because the ball escaped over the sideboard (thrown), then the free-stroke is taken where the ball went out. If a free-stroke is awarded while play occurs behind the goalline, shall the free-stroke be made 1 meter from the sideboards. Regular free-strokes occur where play was stopped (whistled).

If the ball touch arena-facilities (roof, lights, net behind the goals etc.) and change direction in an unnatural way, a free stroke is awarded to the defensive team.

When the referee has blown the whistle a player has 5 seconds to react and hit the ball. Before this, the opponents have 5 seconds to move themselves to a distance of minimal 4.5 m from the ball.

If the opponent is not on 4,5 m in this 5 seconds, a teamwarning will be given to the whole team. Any repeat of this will result in a 2 minute penalty. If the whistle is blown for a free-stroke before play is cancelled by time clock (regulation time) shall the free-stroke take place anyway, but a goal is awarded only on a direct shot on goal or a shot which touched the defense and goes in. A shot touching a teammate means the play is finished (no more time) for period or match. Play is stopped by whistle if a pass occurs.

Ball played over the sideboards behind the goal line (goal cage).

From the defensive team: A free-stroke is awarded on the goalline 1 meter from the sideboard for the offensive team.

From the offensive team: A goal (keeper) throw from defensive team field: Players can be inside the penalty area during the throw out.

Free-stroke awarded for following rules:

Incorrect equipment: Stick, skates, or manitory protective equipment.

Incorrect player exchange

Incorrectly playing bully (face off)

Foul by goalkeeper or with offense by goal keeper

(If goalkeeper illegally picks up the ball with his hands)

Incorrect throw in by goalkeeper and ball leaves playing field (over sideboards)

Incorrectly playing a free-stroke

Incorrectly playing a penalty shot

Free-stroke can be awarded for:

Breaking a rule regarding player rights.

Breaking a rule regarding play of the ball.
Breaking a rule regarding play against an opponent.

Free-stroke Execution

The ball shall be hit into play at least 20 cm in order for a play to be executed. The player who hits a free-stroke, does not have the right to play the ball again before it has touched or been touched by another player. A free-stroke can be hit in any direction and of course directly on goal.

RULE 12 PENALTY SHOT

With a penalty shot shall a player be sent off for 2 or 4 minutes. The ball is placed at the midline. Once the ball is hit into play all the other players may proceed from behind the blue line. On a return shot can everybody attempt to score again. (See exception Rule 14 Game Time). A penalty shot is awarded for the following fouls committed on purpose and within their own penalty area (it is further noted that play has not already been stopped by whistle).

Unsportsmanlike Conduct

Dangerous Play: If a player engaged in any violent manner towards an opponent.

Illegal Play: If a player denies a goal by the following illegal manner: Stop or play the ball above shoulder height with stick (held into or press down) withhold a players stick.
Throw a stick or other equipment.
Throw oneself upon the ice or maintain a kneeling position.
Kick the ball with lifted skate.
Holding a player.
Dangerous play with a high stick.

RULE 13 PENALTY FOR BREAKING RULES

The referee shall penalize players or team management (leaders) who break rules of the game after the following manner:

Warning (yellow card)

A referee can give a warning if they think it is necessary. A warning is not given if the situation calls for a player to be sent off (expelled) or during play.

2 minutes penalty (white card)

Uncontrolled hitting with a stick in close range (conduct) or hitting another players stick on purpose. Non-violent but continued dangerous play towards an opponent.

Breaking the rules of player exchange or other by-laws, (order) rules of play.

If a player, following a whistle for free-stroke, hits away the ball, or attempts to prevent the free-stroke, stops or hinders the free-stroke from being executed. If a player has interfered with an opponent without the ball and the team has received a warning for it.

If a player with unfair advantage stops a ball with a high stick, hand, arm, head, or lifted skate.

If a player participates in a play without their stick or with broken stick, or attempts to remove lost (knocked away) stick during play.

4 minutes penalty (blue card)

If a player attacks an opponent in a violent manner or dangerous way which could be any of the following: tackling, holding, tripping with legs, or a hit on the skates.

If a player protests (argues) a referee's call.

If a player throws their stick or something else towards the ball or opponent.

If a player is unsportsmanlike towards officials, teammates, opponents or spectators.

Both 2 and 4 minutes

If a player receive a 2 and 4 minutes penalties at the same time/situation, 4 minutes will be effected.

Sent off (red card) for remainder of Match - Personal Foul

A player, who has been issued two previous 2 or 4 min. penalties, shall be expelled for the remainder of the match on the 3rd foul.

The aforementioned occurrence is a game penalty and is exceted as a personal foul for the offending player and may be replaced by another player once the penalty has been served.

Sent off (red card) for the remainder of match. Full Game Penalty.

If a player attacks an opponent in a violent (brutal) way, through a direct hit by a stick or a kick on arms, hands, head or body.

If a player loses self control at a referee, official, player, or spectator.

Penalty of Goal Keeper

Only if a goal keeper receives a 2 or 4 minutes penalty, an other player from his team is allowed to serve the penalty time (not by red card).

Penalty of Team Manager and reserve players on the bench.

All penalties may be given out to the bench area. With a send off for the remainder of match (red card) by Team Manager or player shall one of the match players on the ice serve the penalty for 4 min.

The penalized person (coach or player) must leave the playing arena.

RULE 14 REFEREE AND MATCH SECRETARY

Referee Authority

The referee's authority depends upon strength of character in the moment they arrive to the playing field and lasts until they leave it.

Two Referees

Two referees will lead the game. There is no head referee.

Referee Uniform

The referee shall be wearing skates, and with an accepted regulation striped jersey and dark pants. The referee shall be outfitted with a black helmet.

Ball Touches Referee

In the event a ball touches the referee during play and is deflected into the goal, the goal is disallowed. A bully (face off) from the free-stroke spot is given.

Match Time

In rink-bandy running playing time is used, except during a team's timeout, when the match play is stopped temporarily. The referee is responsible so that the playing time is proper. The referee can lengthen time of play which may be lost due to mishap or other inconvenience.

If a team is given a free-stroke or penalty shot, just before half-time or end of match, will this take place once the regulation time has expired. A goal scored on a free-stroke is recorded (accepted) only by direct shot. The penalty is played out (served) as normal (when the match begins again) without the penalized player(s). Shots on a rebound are not allowed.

Right to Refuse Player Participation

The referee retains the right to withhold (prevent) a player from participating if before the match they notice improper behavior against a referee or other official, or such that the player's state or condition is devided to be unsatisfactory by the referee and should not be in the match. The player in question may be replaced in this instance by another player.

Form of judgement

When rules are broken by the players side, shall the referee whistle as a sign for play to stop. Immediately thereafter shall the referee whistle again for play to resume.

The referee's decisions in all questions which are based on judgement, are final (binding).

August 1999

THE INTERNATIONAL BANDY FEDERATION

The Rink-and Lady Committée