



Committee of Rink Hockey Referees

Interpretation of the Rules of Rink Hockey

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Situation	Explanation	Offender	Sanction	Signal
1. Advantage Play				
A Technical Foul is committed, but the team remains in possession of the ball and its attack is not disrupted or disadvantaged.	Referees must only stop the match to award an Indirect Free Hit if the team does not receive Advantage from allowing play to continue. Article 26 - 3	Defender	None	Play-On
A Team Foul is committed, but the team remains in possession of the ball and its attack is not disrupted or disadvantaged.	Referees must only stop the match to award an Indirect Free Hit and Team Foul if the team does not receive Advantage from allowing play to continue. Article 26 - 3	Defender	None	Play-On
A Serious Foul is committed, but the team remains in possession of the ball and its attack is not disrupted or disadvantaged.	Referees may allow Advantage from allowing play to continue to enable a goal to be scored by the disadvantaged team. Promptly following the conclusion of the action, play must be stopped and a Disciplinary Card issued to the offender, and, if a goal was not scored, award a Direct Free Hit or Penalty Shot depending on the location of the incident. Article 26 – 3.5	Defender	Blue Card or Red Card	Play-On Direct Free Hit or Penalty Shot
2. Blocking				
An attacking player stops behind a defending player, about 1.0 meter away, blocking/obstructing their path.	The Block was executed further than the regulation minimum required distance of 50 cm, so no Foul was committed. Article 24 – 1.3	None	None	Play-On / None
3. Charging				
An attacking player with the ball drives into a stationary defender.	The attacker did not maintain the required minimum distance to the stationary player, effectively charging into their opponent and Fouling them. Article 26 - 4	Attacker	None	Team Foul



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Situation	Explanation	Offender	Sanction	Signal
4. Dangerous/Violent Conduct				
A player intercepts a pass in their half and while counterattacking with the ball, one of their skates accidentally gets hooked on an opponent's stick, which, even though their opponent releases their stick, causes them to fall.	Hooking is one of the most dangerous fouls in the sport, with potential to cause serious injury and must be penalised whenever it occurs with a minimum of a Blue Card, even if it appears an unintentional. Article 32 – 1.8	Defender	Blue Card	Direct Free Hit
A player intercepts a pass in their half and while counter-attacking with the ball, one of their skates accidentally gets hooked on an opponent's stick, which is not released by their opponent, causes them to fall.	Hooking is one of the most dangerous fouls in the sport, with potential to cause serious injury and must be penalised whenever it occurs with a minimum of a Blue Card. If it is intentional or the offender fails to release their stick a Red Card must be issued. Article 33 – 1.5	Defender	Red Card	Direct Free Hit
A player intercepts a pass, in their half and near the barrier, and counterattacks with the ball. While trying to recover the possession, their opponent strikes them on the torso, arm, hand, head with their stick.	Challenges to recover the ball must be made at ground level (not at the level of the torso, arms, hands or legs) and offences, intentional or not, must consistently be punished to ensure player safety with a minimum of a Blue Card. Article 32 – 1.6 If the foul is deliberate or violent a Red Card must be issued. Article 33- 1.4	Defender	Blue Card	Direct Free Hit
The attacking team possess the ball, outside their opponents Penalty Area and a defender hits an attacking player inside their own Penalty Area.	Striking or hitting another player is never to be tolerated and must be punished with a Red Card. Article 33 - 1	Defender	Red Card	Penalty Shot



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5. Equipment				
A player in possession of the ball in the central circle of the rink loses the back wheels on their skate, trips and loses the ball to an opponent, who prepares to shoot. They then use their stick to take the ball back.	When a player whose equipment is not in proper working condition intervenes in the match, the Referees must interrupt the match and issue a verbal warning and team foul. Article 22 - 2	Defender	None	Team Foul
6. Goalkeepers				
A goalkeeper defends a shot, but the ball bounces to an attacking player, that is ready to shoot again, and the goalkeeper prevents this by throwing themselves on top of the ball.	The goalkeeper must attempt to save the ball and is not permitted to deliberately cover the ball. Article 21 - 2	Defending Goalkeeper	None	Penalty Shot
A goalkeeper leaves the Penalty Area, skating normally and plays the ball with their stick. They then slip and fall, grasping the ball with one of their gloves to prevent an opponent gaining possession.	A Goalkeeper outside of their Penalty Area intentionally using their protective equipment must be penalized with at least a Blue Card and Direct Free Hit. Article 21 - 3	Offending Goalkeeper	Blue Card	Direct Free Hit
A Goalkeeper moves and saves a shot. In doing so falls to the floor and in recovering their position drops their stick. The attacking team regains the ball and a player deliberately hits the ball into the goalkeeper.	The attacking player broke the rules by deciding not to try and score a goal, rather to shoot directly at the goalkeeper, and in doing so unsportingly attempted to gain a penalty shot. This should be penalised with a verbal warning and team foul against the attacker. A goal keeper cannot save a goal without having hold of their stick. Article 30 – 3.1.7	Attacker	None	Team Foul



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Situation	Explanation	Offender	Sanction	Signal
<p>A Goalkeeper moves and saves a shot. In doing so falls to the floor and in recovering their position drops their stick.</p> <p>The attacking team regains the ball, shoots and the Goalkeeper without a stick, deliberately defends it preventing a goal.</p>	<p>The Goalkeeper may not attempt to play the ball without a stick and in doing so prevented a goal from being scored. Article 22 – 2.1.1</p>	Defending Goalkeeper	<p>Verbal Warning (First Offence)</p> <p>Blue Card</p>	Penalty Shot
7. Injuries				
<p>A player is apparently seriously injured and the referee stops the match to allow the Doctor and/or Physiotherapist to assist them.</p> <p>Meanwhile, the injured player's team asks for a time-out.</p>	<p>The referee should not grant a time-out, because it was requested after the match had been interrupted.</p> <p>The Time Out must therefore be granted at the next stoppage in play. Article 16</p>	None	None	Restart
<p>A player is apparently seriously injured and the referee stops the match to allow the Doctor and/or Physiotherapist to assist them, however this assistance is waved away by the player and the Doctor and/or Physiotherapist did not enter the rink.</p>	<p>The Doctor/Physiotherapist did not enter the rink, so the player need not be substituted. Article 25 - 4</p>	None	None	Restart
<p>A player is apparently seriously injured and the referee stops the match to allow the Doctor and/or Physiotherapist to assist them, however this assistance is waved away by the player, but the Doctor and/or Physiotherapist had entered the rink.</p>	<p>The moment a Doctor/Physiotherapist enters the rink, it is considered that the player has received treatment and therefore must be substituted. Article 25 – 4.1.2</p>	None	Injured player substituted	Restart



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8. Kicking the Ball				
A player is skating forward in attack, maintaining line and direction and a pass hits them on the foot and deflects forward, without the player making any action to direct the ball.	The player has made no action to direct or control the ball and has committed no foul. Article 22 – 3.1.3	None	None	Play On
A player is skating forward in attack, maintaining line and direction and a pass hits them on the foot and deflects forward, but they moved their foot/leg to direct the ball.	The player directed the ball with their skate, which is the same as intentionally kicking the ball. Article 22 – 3.1.3	Attacker	None	Free Hit
9. Passive/Anti-Play				
A Player taking the Hit-Off plays the ball back into their Defensive Zone. The team maintains continuous possession, though harried by their opponent, but does not move the ball into the Attacking Zone within 5 seconds.	The team took the ball into their Defensive Zone and as such has 5 seconds, counted from the moment the ball passes the halfway line, to get it into the Attacking Zone. An Indirect Free Hit must be awarded against them. Article 15 – 3.2	Attacker	None	Indirect Free Hit
Having received a Warning, both teams continue to practice Passive Play.	The practice of Passive Play should always be sanctioned. Article 15 - 5	Both Captains	Blue Card	Face Off
A team in control of the ball holds the ball for longer than 45 seconds.	Teams must take a shot on goal within 45 seconds. If the game is stopped in the attacker's half, the free hit should be taken from the lower corner of the penalty area if the play was stopped behind the goal line, or from the top corner if play was stopped in the penalty area. If the ball was outside of the area, play will resume from	Attacker	None	Indirect free hit



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	that spot. If the play was stopped in the defending teams half, the free hit is taken from where the game is stopped, or where the ball ends up if the defending team wants to start quickly, but doesn't gain a territory advantage from the new position. Article 15 – 3.2			
10. Penalty Shots & Direct Free Hits				
On executing a Penalty Shot the ball enters the goal cage after hitting: <ol style="list-style-type: none"> 1. Any part of the goal cage 2. The goalkeeper 3. The goalkeeper, after hitting the Barrier 	The goal is valid as it directly resulted from a shot that was correctly made in accordance with the rules. Article 23 - 1	None	None	Goal
A Penalty Shot executed as the last action of the match or to untie a match enters the goal cage after hitting: <ol style="list-style-type: none"> 1. The Barrier 	The goal is invalid as the deflection off the barrier is considered to be an additional action that took place after the time for the shot had concluded. Article 35 - 6	Attacker	None	No Goal
A defender moves before the ball is touched, and a goal is scored.	Always wait to see what the outcome of the penalty / direct free hit is. If a goal is scored, the goal always stands. Article 35 – 8.3.1	Defender	None	Goal
A defender moves before the ball is touched, and a goal is not scored.	Always wait to see what the outcome of the penalty / direct free hit is. The penalty/direct free hit must be retaken. Article 35 – 8.3.2 a	Defender	None	Retake



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Situation	Explanation	Offender	Sanction	Signal
An attacker moves before the ball is touched, and a goal is scored.	Always wait to see what the outcome of the penalty / direct free hit is. If a goal is scored, the goal always stands. Article 35 – 8.3.1	Attacker	None	Goal
An attacker moves before the ball is touched, and a goal is not scored.	Always wait to see what the outcome of the penalty / direct free hit is. An indirect free hit should be given to the defending team, at one of the top corners of their penalty area. Article 35 – 8.3.2 b	Attacker	None	Indirect free hit
The player taking a direct free hit moves with the ball, but a player moved before they touched the ball.	The game must be immediately stopped, and direct free hit retaken (if a defender moved), or indirect free hit given to the defending team (if an attacker moved). Article 35 – 8.4.2			
11. Player & Team Sanctions				
Issuing a Card	<p>The Referee that signalled the offence shall be responsible for issuing the card, ensuring compliance and restarting the match.</p> <p>The process below must be followed when a Referee issues a Card:</p> <ol style="list-style-type: none"> 2. Require the player to come to the Referee, placing themselves approximately 1 metre away, allowing no other Player closer than 3 metres. 3. If the offender is in the Technical Area (aka the Team's Bench), they shall be required to stand, with the Referee moving to them. 4. The Referee should calmly, firmly and briefly tell the recipient of the Card, the offence they 			



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Situation	Explanation	Offender	Sanction	Signal
	<p>committed and require them to indicate they understand (just a nod is fine). It is not a discussion.</p> <p>5. Players that remonstrate, must be considered to be exhibiting Bad Behaviour and penalised accordingly.</p> <p>6. The Referee will, looking at the offender, issue the Card in their hand by extending their arm directly upward, then turn to show the Timekeeper and indicate the player number.</p> <p>7. The Referee restarts the match only after the recipient has left the Rink and entered the Disciplinary Area.</p>			
Two (2) defending players from the same team are issued Blue Cards at the same stoppage in play.	<p>Power-Play penalty time is counted as aggregated time for simultaneous offences, so the additional time is added on, starting at the end of the previous powerplay. The suspension time of the players however runs at the same time. So 2 blue cards issued in the same stoppage to the same team results in a 4 min power play, but both players can return to their bench having served their simultaneous 2 min blue card offence.</p> <p>Suspended players can only get back in the match after completing their full suspension time penalty.</p> <p>Note: The Disciplinary cards are issued in “stoppage” which is why there is not a Direct Free Hit. Article 18 - 5</p>	Defenders	Blue Card	Restart
With a player already expelled from the match with a Red Card, with 1 minute of the Power-Play elapsed, an Assistant Coach is	Team officials, other than the Coach, may only be issued Red Cards (Blue is not an option) for offences, following a warning or repeated/significant offence.	Team Official	Red Card	Restart



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Situation	Explanation	Offender	Sanction	Signal
to be expelled for Bad behaviour toward a Match Official.	Upon receipt of the Red Card, the additional power play time is added to the one minute remaining of the first card, and the team keeps 3 outfield players on the rink. Article 18 - 3			
A player having been issued a Blue Card, refuses to sit in the chair placed next to the Official Table, on the same side as their Reserve Bench, and does not remain seated. They had previously been warned by the referee.	The player is given a red card. Article 33 – 1.1.5		Red Card	Restart
Disciplinary Sanction	A card given always has a disciplinary sanction. This is the power play time that is applied to the team. This is either 2 minutes for a blue card, or 4 minutes for a red card. If a team already has two powerplays awarded against them, and is issued a third card, the powerplay time for that card is 5 minutes. However, the suspension time for the player is still 2 minutes for a blue card.			
Technical Sanction	The technical sanction for a card is a direct free hit or penalty shot. These are only applied if the card was given during play, and not during a stoppage.			
12. Power Play				
Two (2) players, one from each team, are suspended or expelled at the same time/stoppage in the match.	When two (2) players, one from each team, are suspended or expelled at the same time, Power Play will not be applied.	Both		Restart



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Situation	Explanation	Offender	Sanction	Signal
	Both players must still serve suspension from the match in accordance with the Card issued to them. Article 18 - 5			
13. Referees				
Senior Referee	The first referee mentioned on the CRHR Referee Allocation.			
Absence/replacement of Referee	<p>Another accredited referee may replace an absent or injured referee by the mutual agreement of Team Delegates.</p> <p>The team Delegates must select the most senior accredited referee available and if unable to agree upon a replacement, the Away team Delegate selection shall prevail.</p> <p>No match shall be started or resumed if a participant or spectator has attacked a referee.</p>			
Coordination & Positioning	<p>Referees must ensure that they are constantly in a position to observe the entire rink and ensure all players are within one or both their views.</p> <p>The Referees must regularly alternate ends, so they are covering the entire floor. To achieve this, they should move to control Indirect Free Hits and Face-Offs on their side of the rink, with the other referee moving to take their former position and/or signal to the other Referee to change ends when a period of 5 minutes without changing ends is exceeded</p>			



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Situation	Explanation	Offender	Sanction	Signal
Positioning - General Play	<p>Each Referee must maintain consistent visual contact with the other and position themselves so as to be moving to locate themselves as follows:</p> <ol style="list-style-type: none"> 1. Behind the Goal line of the Goal under attack, so as to be able to clearly observe if the ball crosses the line. 2. One metre further forward than the highest defending player. 3. The match actions of the team without the ball, paying special attention to the interactions between players and blocking/unblocking, counting the possession time of the team with the ball 			
Simultaneous Whistles	<p>Should both referees whistle simultaneously the Referee closest to the incident signals their decision first.</p> <p>If the other Referee seriously disagrees, they must request a “conference” of opinions with their colleague to confirm or correct the initial decision.</p> <p>Should they continue to disagree, the Senior Referee shall determine the decision.</p>			
Counting - 5 & 10 Second Anti-Play	Referees will signal the 5 or 10 seconds by moving their arm horizontal at chest height. Article 7 - 1			
Officials - Talking to Players & Team Official's	Match Officials should only talk when necessary to ensure understanding and correction of behaviour. It			



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	must be calm, clear and concise. It is a direction and not a discussion.			
14. Starting/Finishing a match				
Starting sides <i>(coin toss no longer applies)</i>	<p>The home team will start the first half to the right of the timekeepers table, and the away team will start with the ball. Teams swap over at half time.</p> <p>Both teams must supply a ball and the game ball will be chose by both captains and presented to the referees before the match. Article 6 - 2</p>			
A player does not have a unique number between 1 and 99 on their uniform shirt	The Player may not participate in the match until they are in compliance. Article 8 - 2		Disallow participation till compliant	
Starting the Period and restarting after goal	<p>The Referee to signal the start of the match must position themselves in the Defensive Zone of the team taking the stroke, approximately 5m behind the Halfway Line.</p> <p>1. The other Referee must position themselves on the opposite side of the floor to the other referee and in line with the Goal line of the Attacking Zone.</p> <p>After ensuring that Goalkeepers, Timekeeper and other Referee are ready to commence, by a return thumbs up gesture, the Referee whistles the start</p>			



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	2. The match may only recommence when all participants are ready.			
End of Period/Match Signal	<p>The Referees must signal the end of the match by sounding their whistle three (3) times.</p> <p>Immediately following, unless circumstances require otherwise, the Referees must take position near the Official Table until all the players have left the rink and the Captains and they sign the Match Sheet.</p> <p>Referees should always avoid any type of dialogue, discussion or confrontation with the Coaches, Delegates, Players or Spectators.</p>			
15. Terminology				
Attacking Zone	Opponents' Half of the Rink			
Defensive Zone	Defending Team's Half of the Rink			
Power Play	<p>Power-Play penalty time is</p> <ul style="list-style-type: none"> ● Blue Card – 2 min ● Red Card – 4 min <p>It is counted for each player individually from the moment the sanction is applied.</p> <p>Suspended players must still complete their full suspension time penalty before being allowed to re-</p>			



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Situation	Explanation	Offender	Sanction	Signal
	enter the match, sitting in one of the chairs placed next to the Official Table			
16. Unacceptable Behaviour				
Any swearing, abuse or aggressive words, gestures or behaviour toward or in criticism of a Match Official	<p>Any player or team official that demonstrates unacceptable behaviour toward any Match Official or in response to their actions/decisions must immediately be sanctioned, with no incident ignored.</p> <p>If the referee determines the incident to be more than a momentary outburst they must issue a direct Red card, even if no warning was previously issued. Article 33 - 1</p>	Player or Team Official	Red Card	
A Referee issues a player a Blue Card (Disciplinary) and when readying players for the Direct Free Hit, a Delegate from the offending team complains at the decision, raising their arms and protests loudly.	As the match was stopped when the Delegate protested, there is no additional Direct Free Hit. Article 33 - 1	Delegate	Red Card	
A Delegate from one of the teams reacts to a Referee's decision and behaves improperly on the Bench, so the Assistant Referee asks them to stop. The Delegate reacts with improper behaviour toward the Assistant Referee.	<p>The Assistant Referee, at the next stoppage in play, uses sound signal (horn or whistle) to call the Referee and then inform them.</p> <p>Bad behaviour toward Match Officials from any player or team official must be sanctioned.</p> <p>If the offender is not identified, the Coach must be issued with a Blue Card, and a powerplay is applied. As the card was issued during a stoppage, no direct free hit is given. Article 33 - 1</p>	Delegate	Red Card (Technical)	



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Situation	Explanation	Offender	Sanction	Signal
A player on the Reserve Bench, behind the Referee, reacts to a decision with insolent behaviour, using offensive words towards the Referee. Neither Referee, nor Assistant Referee, can identify the specific player.	The Coach of the offending team must be required to identify the offender. If they do not, the coach is to be issued with a blue card, resulting in a 2 min power play for the opposition. Coach of the offending team selects a player to leave the rink, but they can return to the rink as a substitute. Article 28 – 2.2	Player nominated by Coach	Blue Card	
17. Unsporting Conduct				
A defending player slips and falls while defending inside their Penalty Area, and an attacking player deliberately hits the ball against the fallen player.	Trying to fool the Referees into giving a Penalty Shot is unsporting behaviour and against the rules. The attacker should be issued a verbal warning and team foul. The defending player did not take any action to play the ball on the floor so they should not be punished. Article 30 - 3	Attacker		Team Foul
A Goalkeeper moves and saves a shot. In doing so falls to the floor and in recovering their position drops their stick. The attacking team regains the ball and a player deliberately hits the ball into the goalkeeper.	The attacking player broke the rules by deciding not to try and score a goal, rather to shoot directly at the goalkeeper, and in doing so unsportingly attempted to gain a penalty shot. This should be penalised with a verbal warning and team foul against the attacker. A goal keeper cannot save a goal without having hold of their stick. Article 30 - 3	Attacker	None	Team Foul