



IPCH
GAME RULES

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ABOUT THIS RULEBOOK

This rulebook defines rules of International Powerchair Hockey, to be used in all official IPCH matches.

In circumstances where situations in play are not covered by the rules, the final call will be at the discretion of the Referees.

The aim of the game is to score more goals than the opposing team according to these rules. In addition, on official IPCH competitions and events, regulations described in IPCH Competition Regulations as well as other IPCH Regulations shall also apply.

1 FIELD OF PLAY

101 Dimensions of the rink

The dimensions of the playing field is 26m x 16m. However, should there be insufficient space, the minimum allowed dimensions are 24m x 14m.

The playing surface shall be of wood or synthetic material with a hard and smooth surface.

The playing field should be enclosed by rectangular boundaries that are 20cm in height, forming an upright angle of 80 or 90 degrees from the playing surface. The boundaries must meet end to end, be hard and smooth with the corners rounded.

102 Markings on the field

All markings will be made with lines of a clearly visible colour and should be 4 to 5cm in width. Spots can be marked with circles or crosses.

Centre line	The centre line shall be parallel to the short sides of the playing field, dividing the playing field into two halves of equal size.
Penalty lines	The two penalty lines shall be parallel to the short sides of the playing field at a distance of 7.5m from the short sides of the playing field.

Goal lines	The two goal lines shall be parallel to the short sides of the playing field at a distance of 2.5m from the short sides of the playing field.
Goal post lines	The places of the goal posts shall be marked with short lines perpendicular to the goal lines.
Neutral area	The area between the penalty line.
Penalty areas	The two areas between the penalty line and the short sides of the playing field, including the penalty line.
Goal areas	The two semicircles, including the goal area line and the goal line, in front of each goal. The areas have a radius of 1.75m, measured from the centre of the goal line.
Goal area lines	The two semicircle lines bordering the goal areas.
Centre line spot	Spot at the middle of the centre line.
Penalty line spot	Spot at the middle of each penalty line.
Team areas	The two areas outside of the playing field - at the side of the match table and between the penalty lines and short sides of the playing field. The area should be 7.5m in length and 2m in depth, measured from the referee area.
Time penalty areas / Substitution areas	The two areas at both sides of the match table with a minimum length of 3m, measured from the match table and 2m in depth, measured from the referee area.
Referee area	The area around the playing field, 1m in width. The referee area shall be clearly marked .
Entrance/ Exit	The neutral area boundaries in front of the match table.
Match table	Table in extension of the centre line, 1m outside the playing field.
Spectators area	The area around the playing field, min. 1m outside the referee area, team areas and match table.

103 Goal cages

The goal cages are 250cm(W) x 20cm(H), measured from the inside of the goalposts and from the floor to the bottom of the front crossbar. The goal cage is 40cm deep, measured from the front of the goalpost to the back ground bar.

The goal cage shall be placed facing the centre spot, with the goal posts on the goal post lines.

The goal net should be a transparent net, which does not slack and will be closed in such a way that the ball cannot pass through it. Goal cages shall have a drop net.

Drop net shall be hanging at minimum of 8 cm and maximum of 10 cm inside the goal cage, measured from the back edge of the goal line.

Goal cages must be equal.

104 Inspection of the rink

Before starting the game, the rink should be inspected by the referees. The rink should be closed, the surface clean of objects and the goals and goal nets whole and undamaged.

2 GAME TIME

201 Regular game time

The match consists of two halves of 20 minutes playing time, with a break of 10 minutes between periods.

The playing time is as described below:

- The game is in play when the match clock starts at the commencement of each match, half time, extra time and/or when the referee whistles for resumption of play.
- The match clock stops every time the referee intervenes the match by a whistle signal. The game is considered 'dead' until the referee whistles for resumption of play.

Each match half or extra time is over as soon as the signal sounds.

If the hall is not equipped with a signal or the signal is not loud enough, the period or match is over as soon as the referee ends it with the appropriate whistle signal.

202 Extra time

If the match being played is one that cannot end in a tie and this is the result at the end of the regular time, then extra time will be played. If there is no winning team by the end of extra time, the match will be decided by a penalty shot series.

There will be a 5 minute intermission before the start of extra time.

The duration of extra time is 10 minutes and is played with the Golden Goal principle; as soon as one team scores a goal in extra time, the match is over. This goal will be added to the score of the scoring team, determining the result.

Please see below for additional circumstances of extra time:

- Before the start of the extra time, captains shall report to the referees for the coin toss. The player who wins the toss decides who gets the opening ball.
- Upon return to the field of play, teams shall change ends.
- During extra time, substitutions are allowed.
- Allocated time-outs are not permitted during extra time.
- A time penalty remaining after regular playing time will continue during the extra time.

203 Penalty shots after extra time

If the score after the extra-time is still equal, the match shall be decided by a penalty shot series.

Referees decide which goal to use.

To determine the team that starts the penalty shot series, referees perform a coin toss between the captains. The winner of the toss decides which team shall go first. If one of the noted players or goalkeeper incurs a match penalty during the penalty shot series, the coach is allowed to choose another player/goalkeeper, who is not already in play as a substitute.

First penalty shot series:

1. Any player (including substitutes) can take part in the first penalty shot series, except players with match penalty.
2. In writing, the Coaches shall inform the referees and the scorekeeper of the playing numbers of the five selected players and the order in which they will take the penalty shots. The total class points must not exceed 12 points.
3. In writing, the Coaches shall inform the referees and the scorekeeper which player will function as goaltender.
4. The referees are responsible for ensuring that the penalty shots are taken in the exact order as noted by the coach.
5. Only the players who will take the penalty shots, the goaltenders and the referees shall be present on the playing field.
6. All players who will take penalty shots, except the player taking the penalty shot and the defending goalkeeper, shall take position in the penalty area on the opposite end, during the entire penalty shot.
7. The penalty shots shall be taken alternately.
8. The five players of each team shall take one penalty shot each.
9. A decisive result is considered to be achieved when a team is leading by a larger number of goals than the opposing team's remaining penalty shots. The match is over and the winning team shall be considered to have won by one additional scored goal added to the score after regular playing time.
10. If the score after the first penalty shot series is still tied, the match shall be decided by a second penalty shot series.

Second penalty shot series:

1. Any player (including substitutes) can take part in the second penalty shot series, except players with match penalty.
2. In writing, the Coaches shall inform the referees and the scorekeeper which players will take part and in which order.
3. If the teams do not have an equal number of players on the match form, the lowest number defines.
4. The goalkeeper of the first penalty-shot-series shall act as goaltender in the second penalty-shot-series.
5. Players shall take one penalty shot each until a decisive result is achieved.

6. A decisive result is considered to be achieved when a team has scored one goal more than the opposing team and both teams have taken the same number of penalty shots. The match is over and the winning team shall be considered to have won by one additional scored goal added to the score after regular playing time.
7. If all noted players of the team have taken one penalty shot and the score is still equal, the match shall be decided by a third penalty shot series, played in the same way as the second penalty shot series, and so on.

3 GOALS

301 Correctly scored goal

A goal is scored if the ball has completely passed the goal line between the goal posts and under the crossbar.

If a goal cage is shoved away, while a goal is scored, the goal counts if the ball has completely passed the goal line from the front between the marks where the goal posts should stand. This is for the judgement of the referee.

If the ball hits the goal cage, then the goalkeeper, and after that passes the goal line from the front, the goal counts. This applies also during a penalty shot.

A goal scored by a hand-stick player counts as 1 point.

A goal scored by a T-stick player counts as 2 points. The player must be actively involved in the scoring e.g. a goal scored off a bounce of a stationary wheelchair or T-stick still counts as 1 point.

If a goal is scored by a T-stick player from a penalty shot during regular or extra game time, it counts as 2 points.

During the penalty shot series, all goals count as 1 point.

An own goal scored correctly always counts as 1 point.

After a goal, during regular time, the match will be resumed with an opening ball.

302 Incorrectly scored goal

If the ball hits a referee and as a result a goal is scored, the goal does not count. Match resumes with a goalkeeper ball.

If an attacking player has touched the ball or is hindering the goalkeeper in any way in the goal area, before the goal is scored, the goal does not count.

4 PARTICIPANTS

401 Players

All players shall use a hand stick or a T-stick.

402 Particular regulations for goalkeepers

A goalkeeper shall play with a T-stick.

Only defending goalkeepers are allowed to touch the floor or play the ball in the goal area.

403 Particular regulations for team captains

Each team shall have a captain, who must wear an armband around the upper arm (if possible). The captain represents the team and may communicate with the referees in a correct manner.

If the captain leaves the playing field, the captain shall inform the referee which player will replace the captain. New captain shall wear the armband till the end of the match or until they are substituted.

The captain shall check and sign the match form immediately after the match.

404 Team staff

Each team is allowed to have the following Team Members in the Team Area:

- Maximum 2 coaches (1 coach and 1 assistant coach)
- 1 Team Manager
- Maximum of 10 players
- Maximum of 10 team assistants

Each member of team staff must have an accreditation card.

The coach(es) are responsible for:

- Ensuring that the players meet the regulations with respect to sticks and powerchairs.
- Checking players' names, numbers and class points on the match form before the match starts.
- Ensuring that the team is present on the playing field and ready to play on time.

- Ensuring that the total of class points of the team on the playing field doesn't exceed 12 points.

The coach(es) or the Team manager are responsible for:

- Requesting the substitution of a player.
- Requesting an allocated time out.

Requests are sent to the match table according to the event procedures and competition regulations.

During the match, coaches and other team members shall stay in their own team area.

Coaches and other team members are allowed to leave the team area and enter the referee area/playing field:

- During the intermission and allocated and technical time outs.
- In case of an injury or powerchair defect, after the referee has stopped the match.

During the intermission, if they remain on the field, teams must stay in their own penalty area.

During the match, coaches and team assistants are not allowed to open the boundaries.

405 Referees and Secretariat

The match is controlled by two equally authorized referees.

Match table consists of a timekeeper, a scorekeeper and at least one match assistant. A member of the Jury is present on the match table but only in supervisory and advisory role.

5 EQUIPMENT

501 The players' clothing

The field players of a team shall wear the same type of shirts. Shirts must be in a different colour than the shirts of the opposing team.

All players need to be identifiable by a playing number on the front of their shirt. The number shall be clearly visible with a minimum height of 7 cm.

502 Particular goalkeepers equipment

The goalkeeper shall wear a different coloured shirt than the shirts of the teammates and of the opposing team.

503 Personal equipment

Players may wear protective gear, such as safety belts, eyewear, helmets, kneepads or arm pads. Breathing equipment may be (firmly) attached to the powerchair, in such a way that there are no sharp, protruding or loose-hanging parts.

504 The Powerchair

Powerchair is an electrically driven wheelchair. Electric scooters and carts are not allowed.

Powerchair has a minimum of 4 and a maximum of 6 wheels, including a maximum of 2 safety wheels. Wheels which consist of 2 wheels on 1 axle count as 1 wheel.

Powerchair has to be fitted with tyres which do not mark the playing floor.

Powerchair shall be free from sharp protruding parts. There can be no unnecessary and removable objects under, on, in or hanging from the powerchair. All parts of the powerchair, except the wheels and safety wheels, shall be at such a height that the ball can roll underneath freely. Wheels are defined as the parts which are in contact with the floor (i.e. tyres and rims) and not the axle or any supporting parts.

It is allowed to place protections around the powerchair to protect the body of the player and/or powerchair. Protections have to respect the following guidelines:

- protection shall be rounded and have no sharp and/or protruding parts
- protection shall be fitted at such a height that the ball can roll freely underneath
- protection shall be not wider than 5 cm over the furthest end of each side of the powerchair, including the thickness of the protection.

An identification plate shall be firmly attached to the back of the powerchair. It shall contain the player's name and playing number. This plate shall be A3 sized format, with the following layout:

- Playing number shall be in Arabic numerals
- Name shall be in Latin alphabet
- The height of the number(s) shall be at least 15 cm
- Above the playing number the first letter(s) of the player's name and full surname shall be displayed on 1 line
- The height of the letters shall be at least 5 cm. Deviation: if the player's name does not fit on 1 line, letters can be as small as necessary for it to fit.

505 Logos and advertisements on equipment

Logos and advertisements on the shirts, powerchairs and/or identification plates are allowed, as long as the playing number and name are clearly visible.

506 Control of equipment

Referees can check any players equipment at any time during the match or an intermission.

507 The Ball

The ball shall be of synthetic material, hollow, round and shall have 26 holes of 10 +/- 1 mm. The ball diameter shall be 72 +/- 1 mm and shall weigh 23 +/- 1 grams. The colour of the ball shall be in contrast with the colour of the playing floor.

508 Sticks

The hand-held stick

The hand-held stick is made of non-transparent, synthetic material, has no rough edges, protruding supports or other sharp parts. The hand-held stick shall be designed as one-piece. If the stick is not designed as one-piece, the blade shall have a fixed mounting to the handle by means of prefabricated holes, using rivets or screws or is firmly glued together.

The hand-held stick handle shall be no longer than 112 cm, measured from the connecting point of the blade. The blade of the hand-held stick shall have a maximum length of 27 cm and a maximum height of 8 cm. The thickness of the blade shall be between 0.8 and 1.0 cm.

The curve of the blade shall not exceed 3 cm, measured from the lower edge of the highest point of the blade to the even surface where the stick is lying on, with its convex side on top.

A player is allowed to fasten a hand-held stick to a part of the body, if the player is unable to hold the stick and is classified that way. A player is not allowed to fix a hand-held stick to the powerchair.

The T-stick

The T-stick is made of synthetic, non-transparent material and shall be attached to the front of the powerchair. The distance between the front of the T-stick and the front of the powerchair may not exceed 50 cm.

The T-stick shall have 1 blade and may have 1 pair of side-wings. The connections which fasten the side-wings to the blade and the T-stick to the powerchair, may be made of metal and/or aluminium. The part(s) of the connection outside the blade shall be at such a height that the ball can roll underneath freely.

The blade shall have a maximum length of 30 cm and shall have a maximum height of 10 cm over a minimum of 20 cm, measured from the front of the blade. The blade and side-wings shall have a maximum thickness of 2 cm. The curve of the blade shall not exceed 3 cm.

Side-wings may be attached anywhere on the sides of the blade, angled at between 75 and 90 degrees. Side-wings shall have a maximum height of 10 cm and a maximum width of 10 cm, measured from the blade. At the end the side-wings may be rounded to a maximum of 2 cm, but may not go under an interior angle of 135 degrees.

6 THE MATCH

601 Teams

Each match is played by two teams. In the official schedule, match is represented as:

<Home team> : <Away team>

Terms Home and Away do not represent actual domiciles of the teams in relation to the location of the match. They are used solely for identification purposes in the running match.

A team shall play with a maximum of 12 points on the playing field, including a player with a time penalty or disqualification. A player is not allowed to play in a lower functional class than the functional class in which the player is classified.

A team shall play with a maximum of 3 hand-stick players on the playing field simultaneously, including players with a time or match penalty.

602 Set up

Before the start of the match, the home team shall take position in the team area at the left side of the match table, seen from the playing field. Teams do not change from team area during the match.

Each team shall have 1 goalkeeper and 4 field players on the playing field, ready to start the game. If a team is not able to start the match with 5 players, the match will be cancelled and registered with score 5:0 for the opposing team. If both teams don't have enough players to start the match, the match will be cancelled and registered with score 0:0.

Before the start of the match, captains of each team shall report to the referee for the coin toss. The team that wins the toss may either select which goal it wishes to defend or to take the opening ball.

603 Time out

During each match half, each team can request 1 allocated time out. The duration of an allocated time out is 1 minute. An unused allocated time out may not be used in the next match half.

The coach(es) or the team manager can request an allocated time out from the match table. The scorekeeper shall signal to the referees that an allocated time out has

been requested. The referees will award the allocated time out in the next dead moment of play.

During the allocated time out the players on the field must gather in the playing field area in front of their own team area for the duration of the time out.

The timekeeper shall time the allocated time out and signal to the referees when the time is over. **Players of the defending team have the right to take positions on the field first.** The match will be resumed in the position at which it had been halted.

604 Technical Time out

In case of a powerchair defect, the referees shall not whistle immediately. During the next dead moment of play a technical time out shall be awarded to try to fix the powerchair.

In case of an injury (or a suspected injury) to the player, referees shall stop the game immediately and a technical time out shall be awarded.

If the powerchair cannot be repaired or a player's injury remedied within 1 minute, the player in question shall change the powerchair if possible or shall be substituted to enable the match to be continued.

Technical time out can only be used to assist players and fix or repair the equipment, and cannot be used for coaching the team.

605 Substitution of players

A player shall not enter or leave the playing field without the referees' permission. Each team may have a maximum of 5 substitutes. A coach can request substitutions unrestrictedly.

All substitutes stay in the team area during the match, with the following exception:

- during an allocated time-out, substitutes are allowed to enter the referee area, but only in extension of the penalty area at the side of their own team area
- during the intermissions

Coaches or the team manager shall inform the match table which players shall take part in a substitution.

Substitute(s) shall take position in the substitution area for the control of the players' equipment and the total class points of the team.

The timekeeper shall signal the substitution to the referee. The referee approves the substitution during the next dead moment of play.

The exchange takes place in the substitution area at the side of the own team area. The exchange shall be completed as quickly as possible.

When the substitute(s) have taken up position on the playing field, the match will be resumed by the referee in the position in which it was halted.

606 Intermission

During the intermission the team is allowed to leave the playing field. After the intermission teams shall change ends of the playing field.

607 Minimum number of players

Teams must play with at least 3 players on the field, including the goalkeeper. In case the number of players falls below 3, due to red cards, injuries, powerchair difficulties or other reasons, the match ends and the result is decided in the following manner:

- if the team with the higher number of players on the field is in the lead, the result stands,
- if the team with the higher number of players on the field is losing the match or the match is tied, and the abandonment happens in the first half of the match, the match is replayed,
- if the team with the higher number of players on the field is losing the match or the match is tied, and the abandonment happens in the second half of the match or the match cannot be restarted after the intermission (e.g. due to an injury), the match is registered 3:0 for the team that didn't commit the offense.

In case of a powerchair defect or an injury to the player in the team that has only 3 players on the field, a technical time out is awarded. If the player cannot continue or be substituted after 1 minute, the match ends and the result is determined as described in the previous paragraph.

608 Driving the powerchair

The feet shall be at a height that the ball can roll underneath freely.

During the match a player shall drive the powerchair with a maximum of 15 km/h and the posterior of the player shall be kept in contact with the seat of the powerchair.

Players are allowed to take any position on the field that is not occupied by another player or a goal cage. Only goalkeepers are allowed in the goal area.

Powerchair contact with another player's powerchair, stick or body, the boundary, a goal cage or a referee is not allowed. Players shall respect the Rules of the moving lines.

Rules of the moving lines

Direction of a player's movement is called a moving line. A moving line can be forwards or backwards.

In case of crossing moving lines, a collision might occur. In case of collision, the player who reached the crossing point last (i.e. hits the opponent's powerchair in the side) is considered to have committed the offense.

When changing moving lines, the player must give opponents the opportunity (time and space) to stop or continue their own moving line. Changing direction into an opponent's moving line must be done in a way that allows the opponent to stop or avoid collision.

If two players follow the same moving line (i.e. one behind the other), it is the responsibility of the player outside of the opponent's field of vision to avoid collision. A player that is standing still is not at fault for causing a collision. However, actively obstructing a moving line (e.g. cutting off, jumping in) of an opponent outside of their field of view is not allowed.

609 Playing the ball

The ball may be played with the blade of the stick and the powerchair. The ball may be played in any direction.

The ball shall not be played higher than 20 cm above the playing field. If the ball hits a powerchair, the boundary, a goal cage or a referee and that causes it to rise above 20 cm off the ground, this should be considered accidental and is no reason to halt the match. If such a situation leads to a goal, the goal shall be declared invalid. Match will be resumed with a goalkeeper ball.

A player may not:

- damage the ball by intentionally driving over it,
- intentionally play the ball with any part of the body in any way,
- play the ball in a way that is dangerous to other players,
- touch or play the ball in the goal area with the exception of the goalkeeper.

610 Handling/Use of sticks

Stick-contact with the stick of another player is allowed, only in an attempt to play the ball in a correct way.

Stick-contact with another player's body is not allowed.

611 Delaying the game

Teams should try to play an active game as much as possible.

If the referee decides that a team is trying to waste time, a free ball for the opposing team can be awarded. Referees should warn the team to play a more active game before awarding the free ball. **In addition to verbally informing the teams, referees use the hand signal for passive play to warn the teams. As soon as play is no longer passive, referees will stop using the signal.**

Intentionally taking too long to perform a substitution can be considered a delay of the game.

Referees shall not whistle for delaying the game, if the team is actively trying to create an opening or is being prevented from attacking play by the opponent's pressing game.

612 Misconduct

Misconduct is an intentional violation of the spirit of the game in word or gesture, in a severe way. Misconduct is not allowed.

There are various levels of misconduct.

Mild misconduct:

- repeated or inappropriate, but not insulting protest against referees decision,
- intentionally delaying the match,
- arguing with other players or team members

Medium misconduct:

- loud protest or inappropriate, but not dangerous action (e.g. hitting the boundary with the stick, hitting a ball out of the field or moving the goal during a dead moment of play, ...),
- prolonged arguing with other players or referees,
- leaving or entering the field without permission of the referee

Severe misconduct:

- approaching another person in a rude way by word and/or gesture. Swearing, abusing language, insulting, discriminating or racial remarks or rude gestures are not permitted (unsportsmanlike conduct),
- making rude remarks or gestures to the referee, timekeeper, scorekeeper, player or coach repeatedly (unsportsmanlike conduct),
- attacking or an attempting to attack with a stick, wheelchair or any part of the body another player, referee, member of the team staff or match table
-

Referees have the authority to decide on the level of misconduct in every situation. For misconduct, the referee may wait to punish until the next dead moment of the match. The match continues according to the reason for which it was stopped. If the referee stops the game immediately, the match continues with a free ball for the opposing team.

For penalties related to misconduct, see [803](#), [805](#) and [807](#).

Should referees be of the opinion that an offence has not disadvantaged the team in possession of the ball, they may decide not to stop the game immediately, but allow play to continue.

Penalties, if any, can be awarded in the next dead moment of play.

If advantage is not used, referees shall stop the game and award the ball to the team that didn't commit the initial offense. The match resumes with a fixed situation depending on the offence.

7 FIXED SITUATIONS

701 Opening ball

An opening ball is taken from the centre line spot at the start of each match half and after a goal has been scored.

The team, which did not open the first match half, shall take the opening ball at the start of the second period.

Players in the possession of the ball take positions in their own half as quickly as possible.

Opposing players line up, as quickly as possible, behind their own penalty line until the ball has been touched.

As soon as the referee whistles, the player who takes the opening ball has to play the ball and can not play it again until another player has touched it.

The opening ball shall be indirect, i.e. a goal may not be scored directly. Another player has to touch the ball before a goal can be scored.

702 Referee ball

The referee ball is taken:

- at the penalty line spot, if the referee ball is given inside the penalty area.
- at the centre line spot, if the referee ball is given inside the neutral area.

One player from each team takes part in the referee ball.

The two players taking part in the referee ball line up, as quickly as possible, with their powerchair in their own side of the penalty line / centre line. The blades of the sticks shall be at the right angle (90 degrees) to the line on either right side of the ball, without touching it.

All the other players line up, as quickly as possible, at a distance of at least 2 m from the ball and the players taking the referee ball, until the ball is played.

The ball shall be put on the spot stationary. As soon as the referee whistles, both players may play the ball.

703 Events leading to a referee ball

- two players from opposing teams simultaneously commit an offence,
- the goalkeeper keeps the ball under the powerchair or obstructs the ball with the powerchair and/or stick outside their own goal area, but inside their own penalty area for longer than 3 seconds,
- there is a 'dead' ball situation; ball is called dead if it cannot be played because:
 - the ball gets stuck in a powerchair,
 - the ball rolls between two players and neither of them is able to play it,
 - the ball is in any way damaged,
 - a field player obstructs the ball for longer than 3 seconds and does not have any possibility to make the ball playable; the player shall make an attempt to move off or play the ball; the referee shall draw the player's attention to the fact that the player is obstructing the ball, indicating the enforcement of the 3-seconds rule; the referee counts the 3 seconds audible and visible,
 - a field player plays the ball with the powerchair and/or stick in such a way that no other player has the possibility to intercept the ball
- if the referee has stopped the match on account of an injury to a player,
- if the referee has stopped the match for some reason other than an offence.

704 Hit-in

A hit-in is awarded when the ball is played out of the bounds of the field.

Player who has last touched the ball is considered to have caused the ball to be played out. Hit-in is awarded to the opposing team.

A hit-in is taken from where the ball crossed over the boundary, 2 m from the side concerned, parallel to the centre line. If a hit-in is granted inside the penalty area, the hit-in is taken on the penalty line spot. Position of the hit-in depends on the spot where the ball has crossed the boundary.

All players of the opposing team take positions, as quickly as possible, at a distance of at least 2 m. from the ball and from the player taking the free hit, until the ball is played.

705 Events leading to a hit-in

- the ball goes over the boundaries of the playing field,
- the ball stays on the goal,
- the ball hits an object or ceiling above the playing field.

706 Goalkeeper ball

A goalkeeper ball may be taken from any place on the goal area line.

Currently active goalkeeper shall take the goalkeeper ball.

The goalkeeper shall take position as quickly as possible.

All the opponents line up, as quickly as possible, outside the penalty area and remain there until the ball has been touched by the goalkeeper. The ball shall be put on the goal area line stationary. As soon as the referee whistles, the goalkeeper shall play the ball with the stick and may not play it again until another player has touched the ball.

707 Events leading to a goalkeeper ball

- the ball remains (practically) stationary inside the own goal area for longer than 3 seconds; the referee shall count the 3 seconds audible and visible,
- if a goal is declared invalid.

708 Free hit

A free hit is awarded to the opposing team if a player commits an offence, which is not penalized by a penalty shot.

The free hit is taken at the penalty line spot, if an offence occurs inside the penalty area.

The free hit is taken at the spot where the offence occurred, if an offence occurs in the neutral area.

Any player on the team to which the free hit has been awarded, may take the free hit. The player who is going to take the free hit shall take position as quickly as possible.

All players of the opposing team take positions, as quickly as possible, at a distance of at least 2 m. from the ball, until the ball is played.

The ball shall be put stationary. As soon as the referee whistles, the player shall play the ball and may not touch it again until it has been touched by another player.

A free hit is always direct; a goal can be scored directly.

709 Events leading to a free hit

- a player hits an opponent's stick with their stick, without intention to play the ball,
- a player blocks or lifts an opponent's stick,
- a player plays with a stick at such height or in a way that it might be intimidating or dangerous to another player (high stick),
- a player throws or drops their stick,
- a player places their stick under another player's powerchair,
- a player makes contact with an opponent's body with their stick without trying to play the ball,
- a player plays the ball in a way that is dangerous to an opponent,
- a player holds another player's body or powerchair with their own hands, feet or stick in an attempt to impede the progress of an opponent,
- a player drives over another player's stick,
- a player hits another player's powerchair with their own powerchair (see 608, Rule of the moving lines),
- a player hinders another player's movement using a powerchair (see 608, Driving the powerchair)
- a player pushes another player's powerchair with their own
- a player causes a collision using a powerchair (see 608, Driving the powerchair)
- a goalkeeper obstructs the ball outside of their own penalty area for longer than 3 seconds with the powerchair and/or stick; the referee shall draw the player's attention to the fact that the player is obstructing the ball, indicating the enforcement of the 3-seconds rule; the referee counts the 3 seconds audible and visible,
- a player plays or touches the ball, or touches the floor with the stick or powerchair in the opponents goal area (lines belong to goal area),
- a player plays the ball with a hand, head or body,
- the ball is played to a height of more than 20cm,
- player moves the goal cage to gain advantage over an opponent (not during a goal scoring situation),
- a player intentionally moves the boundary in order to obtain advantage,
- team is delaying the game,
- misconduct, unless during a dead moment of play,
- after a penalty shot has been missed during regular game time,
- a player plays with illegal equipment and it affects the running situation (e.g. powerchair is too low and stops a ball during the match).

710 Penalty shot

The penalty shot shall be taken from the centre line spot.

The penalty shot may be taken by any player on the team, provided the player was in the playing field when the penalty was awarded.

Currently active goalkeeper shall defend the penalty shot.

The player taking the penalty shot shall take position close to the centre spot of the centre line and ball.

All players, except the player taking the penalty shot and the defending goalkeeper, shall take position in the penalty area on the opposite end, during the entire penalty shot.

The goalkeeper shall take position in the goal area of the goal which will be defended.

All players take position as quickly as possible.

The ball shall be put on the centre spot of the centre line stationary. As soon as the referee whistles, the player taking the penalty shot may play the ball an unlimited number of times. The ball shall be played in a continuous forward movement, away from the centre line in the direction of the defended goal, during the entire penalty shot. If the ball is played backwards, the penalty shot is cancelled.

As soon as the penalty shot taker has touched the ball, the goalkeeper may leave the goal area.

As soon as the penalty shot taker shoots at the goal or the goalkeeper touches the ball, the penalty shot is over. If the goalkeeper touches the ball and after that a goal occurs without the penalty shot taker touching the ball, the goal shall be awarded.

If a goal is scored, the match continues with an opening ball for the opposing team.

If no goal is scored or the penalty shot is cancelled, the match continues with a free hit for the opposing team from the penalty line spot.

Game time shall be stopped during the entire penalty shot.

If an offense is committed by the offending team during a penalty shot and affects the execution, the penalty shot will be retaken and offenders penalized.

If an offense is committed by the player taking the penalty shot or the offense is committed by a player from their team and affects the penalty shot, penalty shot will be cancelled and offenders penalized. Match continues with the free hit for the opponents.

If the offense is made by the players of either team but the execution is not affected, offenders will be penalized before the match is resumed.

711 Events leading to a penalty shot:

- a player intentionally commits an offense inside their own penalty area,
- a field player plays the ball or intentionally touches the floor inside of their own goal area with the stick, powerchair or body (lines belong to goal area),
- a player moves the goal cage with the intent to prevent a goal from being scored (unless the goal is scored),
- a player plays with illegal equipment and it affects a goal scoring situation (e.g. defender's powerchair is too low and stops the ball)

8 PENALTIES

801 General regulations for penalties

Referees decide on all penalties during the match.

When an offence leading to a penalty is committed, the offender shall be penalized. If referees award advantage, penalties are imposed when the game is stopped (see [610 Advantage rule](#)).

Players and members of the team staff can be penalized by Green Card (Official Warning), (Yellow Card (2-minute Time Penalty), or Red Card (Match Penalty) depending on the severity of offence. Player or a team member who is penalized will be shown the appropriate card by the referee.

After a penalty has been awarded, the game shall resume based on the reason for which it was stopped.

When players from both teams commit offences simultaneously, both players shall be penalized. Game shall continue with a referee ball.

The scorekeeper registers the match time of the penalty and the number of the player on the match form.

802 Green card (Official Warning)

A player who receives a first Green card can continue the match normally. If a staff member receives a Green card, it has no effect on the match.

A player or a staff member who gets the second Green card during the same match is penalized by a Yellow card. A player or a staff member can only get one Green card in a match.

803 Offences leading to Green card

- a player commits an offense leading to a free hit without possibility or intent to play the ball,
- a player repeatedly commits offenses leading to a free hit or penalty shot,
- a player or staff member is guilty of mild misconduct,
- a player fails or refuses to assume appropriate distance at free hit or referee ball (referee should warn the player before restarting the game),
- team repeatedly delays the game; Green card is given to the player in possession of the ball at the moment the game is stopped; referees must

inform the team that they are wasting time before whistling verbally and by using the signal for passive play,

- substitute players and team staff leave the team area without permission (see [404 Team staff](#)),
- members of the team staff open the boundaries during the match

804 Yellow Card (2-minute Time Penalty)

Yellow card is always accompanied by a time penalty. The duration of the time penalty awarded with the Yellow card is 2 minutes. Penalty time shall be synchronized to game time.

If a Yellow card is awarded together with a penalty shot and from that penalty shot a goal is scored, no 2-minute time penalty shall be imposed. Yellow card is still entered in the match record for the offending player.

If the opposing team scores during a 2-minute time penalty that is being measured, the penalty shall terminate.

If both teams are serving a 2-minute penalty and one of the teams scores, no penalties shall terminate. This takes precedence over the previous paragraph.

If more than one 2-minute time penalty is being measured, only one (the shortest remaining) penalty shall terminate.

If two players of the same team are serving 2-minute time penalties that terminate at the same time and a goal is scored by the opposition, the active captain of the team shall choose which penalty shall terminate.

A 2-minute time penalty, which has not expired at the end of regular game time, shall continue during extra time. After extra time all time penalties are considered to be terminated.

When incurring a 2-minute time penalty, the player shall leave the rink and go to the penalty area. Members of the team staff shall leave the team area and can't contact the team anymore during the match. A penalized player shall be in the penalty area during the entire penalty.

A field player with a 2-minute time penalty may not be replaced by a substitute.

A goaltender with a 2-minute time penalty may be replaced by the other T-stick player who was active in the playing field when the time penalty was awarded. If the

concerned team has no other T-stick player in the playing field, a hand stick player may be replaced by a T-stick player who will function as goaltender.

The timekeeper shall measure the time of the time penalty. When the time penalty expires, the timekeeper shall notify the referees with a bell signal.

The player re-enters the playing field directly from the penalty area immediately after the bell signal or scored goal.

If a member of team staff receives a yellow card, a player of the team currently on the field shall serve a 2-minute penalty.

805 Offences leading to Yellow card

A yellow card is awarded if:

- a player commits a dangerous offense leading to a free hit or a penalty shot,
- a player or a staff member gets a second Green card in the same match,
- a player commits an offense during a dead moment of play,
- a player plays the ball uncontrolled in the direction of another person in a way that that is dangerous or intimidating that person (dangerous play),
- a player or a staff member is guilty of medium misconduct,
- a player (with the exception of the defending goaltender) intentionally stops the ball in the goal area or plays the ball out of the goal area at a goal attempt, with the clear intention to prevent a goal.

806 Red card (Match Penalty)

There are two types of red cards – match penalty 1 (MP1) and match penalty 2 (MP2). Unless explicitly specified by the rules, the type of match penalty awarded to the player or staff member is the decision of the referees.

Match penalty 1 shall lead to disqualification for the rest of the match and shall not lead to any further punishment for the player.

Match penalty 2 shall lead to disqualification from the current and at least one more match. The event jury decides on the length of disqualification. The jury decision must be made before the team's next match or by the end of the current competition day, whichever comes first, and communicated to the Team Manager of the penalized player's team and Chief Referee.

A 5-minute time penalty is served by another player of the team, chosen by the Captain. Player that is serving the time penalty shall immediately move into the penalty area and stay there for the duration of the penalty.

A field player serving the 5-minute penalty cannot be replaced by a substitute.

A goalkeeper who is disqualified may be replaced by the other T-stick player who was active in the playing field when the disqualification was awarded. If the concerned team has no other T-stick player in the playing field, a hand stick player may be replaced by a T-stick player who will function as goalkeeper. Once replacement and possible substitution is performed, Captain selects a player to serve the 5-minute time penalty.

A player or a member of the team staff incurring a match penalty shall immediately leave the field and team area. They must not take any further part in the match or have any contact with the team, possible extra time and penalty shots included. If a disqualified player, coach or team assistant interferes with the match once again, the match will be stopped and the team to which they belong will lose the match regulatory.

A player or a staff member who incurs match penalty 2 shall not have any contact with the teams during all subsequent matches from which they have been disqualified.

The scorekeeper registers the match time of the disqualification, the number of the player and the type of match penalty on the match form.

The timekeeper shall measure the time of the 5-minute time penalty. When the time penalty expires, the timekeeper shall notify the referees with a bell signal.

The player serving the time penalty re-enters the playing field directly from the penalty area immediately after the bell signal.

For the duration of the 5-minute time penalty, the class value of the disqualified player counts towards the class total. As soon as the time penalty expires and the player serving the penalty enters the field, class value is calculated as normal – sum of class values of all players currently in the field.

If a member of team staff receives a Red card, a player of the team currently on the field shall serve the 5-minute penalty. Their class value counts towards the class total.

807 Offences leading to Red Card

Red card is awarded if:

- a player or a staff member gets a second Yellow card during the match (match penalty 1),
- a player or a staff member is guilty of severe misconduct (match penalty 1 or 2),

- a player commits a severe intentional offence,
 - serious offense leading to free hit or a penalty shot, considered dangerous to health of other participants of the match or their equipment (match penalty 1 or 2),
 - intentionally moving the goal cage during a goal-scoring situation with an intent to prevent a goal from being scored (match penalty 1),
 - intentionally playing the ball with the hand, head or body,
 - playing the ball in a way that is dangerous or intimidating to another participant of the match (match penalty 1 or 2),
 - playing with the stick at such height that it may be dangerous or intimidating to another participant (match penalty 1 or 2),
 - hindering in any way the goaltender inside the goal area with the stick, powerchair or body at a goal attempt (match penalty 1),
- a player plays with illegal equipment,
 - stick doesn't conform to the rules (see [508 Sticks](#)) (match penalty 1),
 - powerchair doesn't conform to the rules (see [504 The Powerchair](#), except regulations regarding identification plate) (match penalty 1),
 - powerchair top speed exceeds 15 km/h (match penalty 2),
- a player or staff member is present in the team area with no accreditation card (match penalty 1),
- causing the total class points of the team on the playing field to exceed 12 points in the start of the match, after the intermissions or after substitutions (match penalty 1)
 - if the team plays with more than 12 points after substitution, the substitute player that broke the total point limit will be disqualified,
 - if the team plays the match after the start of after the intermission with total class points of more than 12 points or if multiple simultaneous substitutions lead to the breaking of the limit, the player with the highest class points will be disqualified,
 - if the team plays the match after the start of after the intermission with total class points of more than 12 points or if multiple simultaneous substitutions lead to the breaking of the limit with two or more players with the same highest class points, the Captain selects one of the players for disqualification