

Short Bandy

PLAYING RULES



Czech Association of Bandy

2021

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Containt:

Rule 1. The rink.....3
Rule 2. The equipment.....3
Rule 3. Number of participants.....5
Rule 4. Playing time.....7
Rule 5. Player’s rights and obligations.....7
Rule 6. Playing the ball.....8
Rule 7. Play against the opponent.....9
Rule 8. Approval of goal.....10
Rule 9. Putting the ball in play.....11
Rule 10. Corner-stroke.....11
Rule 11. Offside.....12
Rule 12. Hindering goalkeeper.....12
Rule 13. The goalkeeper.....12
Rule 14. Free-stroke.....13
Rule 15. Penalty-shot.....14
Rule 16. Warning and penalty.....14
Rule 17. The referee and the match secretary.....15

Rule 1. The rink

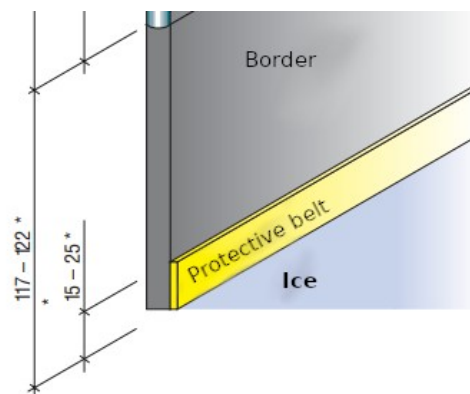
The rink shall not be less than 45 m or more than 60 m. the width shall not be less than 26m or more than 65m. The rink shall be marked with distinctive unbroken lines. One middle line (red colour), two goal lines/ end lines, two „offside lines“ (blue colour). The rink between end lines shall be divided into 3 parts. The end lines shall be marked at minimum 3,5 m or maximal 4,5 m from back border of the rink, an area between end line and back border is area of no play. On the rink shall be 4 circles for penalty area, and shall be marked with distinctive unbroken red line in radius of 4,5m.

1.1 The border

The rink shall be surrounded with border of a minimum 15 cm height and maximum of 122 cm. When using low border is used rounded or cornered parts. The back border is at 3,5-4,5 m distance behind end lines.

The low border can be made of wood, plastic, aluminum or another accepted material in length of 4 m, and 15 cm high, and width of 2 – 4 cm. The four pieces of border adjacent to the four corners shall be rounded at the free ends. The border should not be fixed to the ice surface, but shall be able to glide if bumped into. The upper edge of the border shall have approved protection of rubber ribbon or similar.

At the border is allowed for bounce only yellow part of border (protective belt), which is 15-25 cm height.



1.2 Penalty area

Penalty area is start from imaginary connectors of face-off spots to the end lines in both endzones. The goalkeeper could move and catch the ball in whole penalty area. Attachment n. 1 – penalty area

1.3 The goal cages

The goal cage shall be have this proportion: height 210 cm, width 250 cm, depth at least 60 cm or stally 120 cm and shall be instaled fittingly netand shall be placed under the goal line. In the case that „net“ is metal, shall be there hang fine-nested ordinary net in the whoe width of the cage.

The goal posts width shouldn't be higher than 4 cm.

Rule 2. The equipment

2.1 The helmet

All players and referees must wear approved helmets. All players must also wear approved mouth guard/teeth guard and neck protection, and the goalkeeper must wear approved full- face protection. All younger players (18 years old) shal use approved full-face protection.

2.2 The stick

The sticks may have a maximum length of 127.0 cm. The length is measured along the outer side of the stick's bend. Maximum thickness of the blade is 1.2 cm. The stick's blade should over the entire blade have a minimum width of 5.3 cm and a maximum width of 7.0 cm including winding. The blade radius should have a maximum outer radius of 575 mm (57.5 cm). The stick's blade may NOT be straight anywhere, maximum radius is thus 575 mm (57.5 cm). The tip of the blade should 1.0 cm into the blade have a width of at least 5.3 cm.

A curved stick (hooked stick blade) is not permitted in traditional bandy, only in rink-bandy.

2.3 The ball

The ball shall be made of approved material in an easily visible color. When dropped on firm ice from a height of 1.5 m, the bounce shall be regular, 15 cm at least and not more than 30 cm. The diameter shall be 63 mm +/- 2 mm everywhere, and its weight shall be at least 60 g and not more than 65 g when unused.



2.4 The skates

All players and referees on the ice must wear skates. There shall be no sharp points or other things on the skates which might harm others. To prevent injuries the front and back ends of the blades shall be rounded to a radius of min. 5 mm. The blade must have a minimum thickness of 2.9 mm.

2.5 The goalkeepers equipment

The goalkeeper should wear a uniform clearly different from that of the others. He is not allowed to use a stick. The goalkeeper's gloves must have five separate fingers. Protection of the inside included the thumb, a maximum width of 290 mm. Protection of the inside of the other four finger, a maximum width of 240 mm. Maximum length of protection inside must be 280 mm.

The leg protection shall comply with FIB EC's regulation. Dimension shall be max 80 cm high and 30,5 cm wide.

Face mask (full face protection) for goalkeepers.

Face protection is compulsory for goalkeepers. Face protection must be approved by the player's national federation. Modifications to the facial protection are prohibited. A test blade (6 x 53 mm) shall not be possible to get through the protection.

Comments and interpretations

C2.1 Mark of approval

The referee shall before the match as well as during the game, ensure that balls, sticks and other equipment are complying with the regulations.

Before the match will started the team captains shall confirm that all equipment used by his team is according to the regulations, and that the players are using protective equipment in accordance with regulations in section 2. The team captain is responsible for his team in this case. The referee can refuse a player to start a match if the equipment is incorrect. If a player should be found using deficient equipment, he is to be penalized 2 minutes. The game is re-started with a free-stroke if the referee had to call for a stop in the game to penalize the player.

The players must to be sent to fix incorrect equipment and then from the player own incentive must to show to the referee that problem was fixed.

C2.2 Players who lose their equipment

A player who during the match happens to lose protective equipment (helmet, face mask, mouth-guard etc.) is allowed to continue and involve at once action and then must correct his equipment. The punishment for breaking this rule is free-stroke and 2 minutes penalty.

C2.3 Delay due to deficient equipment

The referee shall act with determination against a player who is obstructing the game by tying his skates, or placing his gloves on the ice, etc. Any correction of equipment shall be done near the players' bench, where to the player shall be sent. If a player by such behavior obstructs the game, he shall be penalized (2 min).

C2.4 Ball stuck in the skate or in the equipment

If during play the ball is stuck in the skate of a player, or in the equipment, the game is to be stopped, and resumed with face-off.

C2.5 Duties of the organizer

It is the responsibility of the organizer of the match that there are a sufficient number of balls (at least 10 balls).

The skates, sticks and tape shall have a different color than the ball.

Rule 3. Number of participants

Each team is consisting of 5 players, one being the goalkeeper (4+1).

A team is not entitled to start with fewer than 4 players (3+1).

Each team is entitled to use additional substitutes (between substitutes could be a reserve goalkeeper)

A roster of the team players shall be given to the referee well ahead of the match. This list shall include with names and numbers of players, also clearly indicate the goalkeeper.

Each teams have allowed not less than 4 players and not more than 12 players. On the roster shall be clearly indicate who is substitute goalkeeper, that is is a deal at the moment when the team has 12 players on the roaster. If the team has less than 11 players on the roaster, all substitutes could be potentially a substitute of goalkeeper. The teams have 10 players in the field and 2 goalkeepers

When the player(s) is (are) shall not be on the roaster before start of the match and team is not complete. The team could write down a player(s) on the roaster before the second half is started, or overtime. And referee must be informed about it.

If the player(s) want to participate immediately he (they) can but with penalization of 4 minutes.

3.1 The captain

The captain of the team has to wear „C“ on his left side of chest or wear the band on his left arm.

3.2 Substitution of players during the game

Substitution of players can take place an unlimited number of times and at any time of the game, but during the game. Exception is penalty-shot, injury of player or scoring the goal. When a player gets injured he can be substitute in interruption of the game.

Substitution of the players shall be made by one player goes on the substitution bench and then substitutes could involve in the game. When the bad substitution is made, the offence team will be penalized by 2 minutes and free-stroke for an opponent. If the same player made bad substitution again he will be disqualified for the rest of the game (2+red card).

An injured player, who has not been replaced by another, can at any time re-enter the game. The same applies to a player who has left the rink to adjust the equipment. An injured player, who is to be replaced, can leave the rink at any place by notice of the referee.

3.3 Entrance of players who have been sent off the rink

Players with a time-limited penalty can re-enter the rink after permission of the match secretary or the referee without interruption of the game. A penalized player cannot be replaced during the penalty period.

A player has to sit full time penalty, when the opponent team has scored (unless it is own goal) it is allowed to fullfill the number of players at the field. But a penalized player is not allowed to re-enter the field and must stay on the penalty bench untill his penalty time is over (person penalty).

A player cannot be replaced at the field if both teams have same number of players on the penalty bench at the same time. A player with personal penalty can not re-enter the field before than is penalty time is over and his team, in the case of uninterrupted game, has still 4 players on the field. The team could draw back one field player and a penalized player may come on the field.

When the team has one player on the penalty bench with time penalty, and opponent scored, the time penalty shall be changed on personal penalty and the player stood on the penalty bench, but he could be replaced by one substitute on the field.

A player, who is penalized for the rest of the match, can not re-enter the match in overtime.

Comments and interpretations:

When referee signal a time pending penalty and an opponent scored a goal, the offence team continues with full numbers of players in the field but the offence player must to placed on the penalty bench and be there for full 2 minutes personal penalty. If, at the time of match start, a team misses one or more players, e. g. due to late arrival, the team is entitled to start the match with the players available even if some of those are specified in the team roster as substitutes. The team is allowed add the rest of the players during the ordinary pause between halftimes (to the max of 12 players). In the case of overtime the adding players could participate, but not in the case of penalty-shot competition.

C3.1 Postponed penalty (two or more penalty at the same time)

When the team has second penalty, the second player must be placed on the penalty bench, but the offence team still continues in number of 3 players in the field. The postponed penalty starts at the moment of elapsed first one.

C3.2 Team with fewer than 4 players

If a team at the beginning of a match has 4 players or more available, the match is to begin, unless there should be special reasons to postpone the match start.

If a team has not at least 4 players available, there must be a reason to postpone start of the match. If a team has fewer than 3 players (including goalkeeper), the referee could cancel the match. Or the referee could give a reasonable time to assemble at least 4 players.

C3.2 When the number of available players is less than half the number of the opposing team.

Should a team get so many players injured or penalised for the rest of the game that the team consists of fewer than half the number of players in the opposing team, the referee can stop the match. A player, who has been penalized for a limited time, is in this connection reckoned to be an available player.

Rule 4. Playing time

4.1 Ordinary playing time

A match is played in 2x20 minutes of rough time, if leaders of competition or organizers of tournament decided otherwise. Every competition has their own appointment and it is superior to this rule.

4.2 Timeout

Each team can ask for one timeout of 30 seconds each game, playing time shall be interrupted during timeout.

Only the team captain and the coach are entitled to ask for a timeout. The timeout shall be taken at the next stop in the game.

4.3 Addition of time

Every interruption of match, which is caused due to injury of a player, timeout, or different reason of why the match is interrupted will be on the end of the game (or end of the 1st half) added. Addition time is notified by announcer, or if there is no announcer, the referee clearly says addition of time.

If a team is given a free-stroke on the end of playing-time or end of addition of time. This event is called as „last shot“ and the free-stroke must go directly into the goal by one shot to be approved goal. This rule also applies to a corner stroke, stroke off, face off and to a penalty shot. (when corner stroke two touches are allowed).

Rule 5. Player's rights and obligations

The goalkeeper may within his penalty area (from imaginary connectors of face-off spots to the end lines) throw himself on the ice to stop the ball. It is not permitted for any other player to throw himself on the ice to stop the ball or to obstruct an

opponent. A field player lying on the ice is considered to be out of the game and not allowed to use his stick. A field player is allowed to play when he has one knee or one hand on the ice.

Only the goalkeeper is allowed to participate or interfere in the game without a stick. A player with a broken stick should not participate in the game before he has got a new stick. New stick shall not be thrown on the field by players from bench. Broken stick shall be removed after interrupting playing time by referee. In the case of violate these rules is given 2 minutes penalty to the violate players

Comments and interpretations:

C5.1 Players without stick

Field players who interfere or participate in the game without stick or with part of a broken stick or trying to remove broken stick from the field besides of interruption game shall be penalized (2 min).

C5.2 Players who incidentally touch the ice

Players who incidentally and unintentionally touches the ice with hand or knee, is allowed to participate in the game.

C5.3 Players in kneeling position

A player in a kneeling position with both his knees is out of the game and is not allowed to touch the ball. It is not allowed to play the ball with one knee and one hand on the ice at the same time.

C5.4 Players who throw themselves on the ice

Field players who intentionally throws themselves on the ice in order to stop an opponent, is to be penalized (2 min.) The referee should award free-stroke. If a collision takes place in the penalty area, the referee should award a penalty shot. Throwing an object to the other players is forbidden and be penalized (2 min).

Rule 6. Playing the ball

6.1 Strokes with the stick

The player is allowed to hit, stop, give direction to or bring the ball with him as long as the point where his stick hits the ball is not higher than his shoulder in upright position.

The player with his skates on the ice is allowed to direct the ball with his body or with his skates. Such directions is not allowed if the player uses hand, arm or head. A player may jump from the ice to stop or hit the ball, or direct the ball to another player, but only if this does not expose other players to danger. The players who direct the ball to yourself shall be touch the ball with stick, before they could play the ball again. The ball can not be directed twice (without stick) again by same player.

6.2 Hand stopping or stopping the ball with high stick or head

Field players are not allowed to stop the ball with his hand, arm or head. If a player intentionally plays or stops a ball with the stick above his shoulder height, or with his head or hand/arm, the game shall be stopped, and a free stroke is awarded to the other team. If the erroneous stopping of the ball is done in the penalty area, a penalty stroke shall be awarded. The offender shall be awarded 2 minutes penalization.

Comments and Interpretations:

C6.1 High stick

Any kind of stopping of the ball above shoulder height is forbidden and shall be punished. With shoulder height is meant the height the player has in upright position and with the skates on the ice.

C6.2 Strokes in close contact with other players

Also strokes under shoulder height may be punished, if this means danger to other players. As an example may be mentioned tennis strokes executed in narrow situations in close contact with other players. The referee shall vigorously punish any kind of play that leads to danger for other players.

Rule 7. Play against the opponent

7.1 Striking, kicking or holding an opponent

It is forbidden to kick, trip or push an opponent, or with hand or stick to hit or hinder an opponent. It is also forbidden to grab or hold an opponent. It is also forbidden to throw the stick against an opponent or towards the ball. The stick must stay in the hands of player at all circumstances.

7.2 Hindering the opponent to use his stick

It is also forbidden to strike, lift, press down or hold the stick of an opponent or in any other way prevent the opponent from using his stick.

7.3 Violent play

Any violent, dangerous or unfair play is strictly forbidden.

7.4 Hindering an opponent who is not playing the ball (interference)

It is forbidden to hinder an opponent who is not playing the ball.

7.5 Acceptable body contact with an opponent.

Body contact is allowed when players are playing the ball. Such contact should be "shoulder to shoulder" and the purpose must not be to check the other player. The contact must not be violent or dangerous.

7.6 Punishment for breaking the rules n.7

If this rule is broken, a free-stroke should be awarded, or a penalty-shot if the break was committed within the penalty area of the defending team hindering a scoring chance. In certain cases the offender is penalized with a penalty (2 minutes or for the rest of the match).

Comments and interpretations

C7.1 Unacceptable contact with an opponent

The referee must show no hesitation when it comes to stopping forbidden attacks against the opponents, especially concerning strokes with the stick which hit some parts of the opponent's body. Such attacks are to be punished wherever they take place on the rink.

C7.2 Strokes against the opponent with the stick when not hitting

A situation with the ball within reach. When a player tries to hit an opponent with his stick and the player fails to hit the opponent, there shall be a 2 min penalty or a red card for the player. If the situation takes place inside the penalty area a penalty-shot shall not be called, also there shall be no free-strokes.

A situation with the ball out of reach. When a player tries to hit an opponent with his stick and the player fails to hit the opponent, there shall be a 2 min penalty or a red card for the player. A free-stroke shall be awarded and if the situation takes place inside the penalty area a penalty-shot shall be called. The ball is considered within reach if the player could possibly play the ball in next moment.

C7.3 Shadowing an opponent

It is not allowed intentionally to shadow a player when your own team are in possession of the ball. Such behavior shall be considered as shadowing, and the referee shall give warning to the shadowing player, and he shall blow for a free-stroke. If shadow is repeated, by the same player or by a team-mate, the referee shall blow for a free-stroke and send the shadowing player off the rink (2 min). You may only shadow a player when your own team has not possession of the ball.

Rule 8. Approval of goal

The intention of the game is to make goals, and the team who scores the greater number of goals in the match, is the winner. If neither of the teams has scored, or if both teams have made the same number of goals, there is a draw.

This rule could be change by local articles of competition.

An approved goal is made when the ball is played in a regular manner and the whole ball has passed the inner definition of the goal line between the two goal posts and the cross-bar.

Should the goal cage for some reason have been moved out of its position, the referee is to award a goal if, according to the referee, the ball has passed the goal-line between the post marks and under the crossbar height. If the goal cage have been moved by intention to prevent of scoring a goal. Offender shall be penalized 2 minutes and shall be awarded penalty-shot against offender's team.

If play must be stopped for adjustment of goal position, play will resume 1 m from the goal line.

A goal can be made directly from a penalty-shot, a free-stroke, a face-off or a corner stroke.

If a ball from the stick hits an opponent, and then goes into the goal cage, the goal shall be approved.

If the ball hits a team mate's skate or body and thereafter goes into the goal, the goal shall be approved unless the teammate is actively directing the ball.

8.1 Unapproved goals

No goal is made if an attacking player gives intentional direction to the ball into the goal cage by any part of his body or with his skates. A shot hitting a teammate's skates or body and then goes into the goal, shall be approved, unless the teammate is acting actively to direct the ball.

If a ball from the stick hits the referee, and then goes into the goal cage, the goal shall not be approved and follow a face-off.

Goal shall not be approved directly stroke-off, there shall be one pass between approve goal.

Rule 9. Putting the ball in play

The ball must to be played in circumscribed area, between end lines and border. If the bumping off under the low border (low yellow border – protective belt) it is out. Game is stopped and in the spot of offence would be free-stroke for an opponent.

When the ball crossed the end line, and last player who was in contact with the ball, is from the attacking team, the ball shall be put in play by a goal-throw from defending goalkeeper. The referee didn't whistle and just show the signal toward goal-cage.

When the ball crossed the end line, and the last player who was in contact with the ball, is from the defending team, a corner-stroke is awarded to the attacking team. The referee blown on the whistle and show his arm to the corner.

Comments and interpretations

A second corner can only be called if the ball has been touched by the defensive team and has been outside the penalty area. If a shot after corner hits or touches a defending player, incl. the goalkeeper, and the ball passes the end line outside the goal the play shall be resumed by goal throw. If the ball is deliberately played over the end-line by a defending player a new corner stroke shall be called.

Rule 10. Corner-stroke

The corner-stroke shall be taken from corner of the rink, from imaginary quarter circle, which is between border and end line. Quarter-circle has 1 m radius. Puttin the ball in play is on signal from referee. When the corner-stroke is taken, the players of the defending team shall be on the goal-line or end-line by one leg in touch (including goalkeeper). And all players of offensive team are behind blue line, except executor of corner-stroke. Attachment n. 2

It is not allowed to fake a corner stroke. By execution of an incorrect corner-stroke a warning shall be given by yellow card, and if repeated the executor shall be penalized (2 min).

Comments and interpretations

If defensive players move to the penalty area before the moment of executor touch the ball, situation have been continued. If offensive team scored goal, it is approval goal. Unless there is no goal, play have been stopped and the defensive team obtain yellow card a corner-stroke shall be taken again. If situation happened again, the captain of defensive team choose a player on the ice to get 2 min penalty. New corner-stroke shall be called.

If any of the offence players is overstepped blue line at the moment the corner-stroke is taken, a free-stroke is given to the defense team where the player crossed the line.

Rule 11. Offside

As a strict line is given blue line on the opponent side of rink. Offside is „active“ at least when offensive team overstepped with ball a defensive blue line. After overstepped defensive blue line is offside line canceled and offensive team had been possibility to play on the whole field.

In offside situation shall be critical position of player's skates, but not ball.

If the ball get over the offensive blue line before first offensive player, there is no offside. Judging offside is here same as in ice hockey.

The defending team is awarded a free-stroke and this is executed from the place where the player was in the offside position.

Attachment n. 3 - offside

Rule 12. Hindering goalkeeper

12.1 Penalty area

An opponent player must not be in the penalty area longer time that is necessary. An opponent player also must not be proactively hindered to goalkeeper's view, otherwise is called a free stroke for defending team.

When goalkeeper stop the ball and catch it, opponent player's must leave penalty area. If the opponent players have not been outside the penalty area and delaying the game, the opponent team gets warning, by second violation against rule, an opponent player shall be given 2 min penalty.

Rule 13. The goalkeeper

The goalkeeper can move in penalty area and hold the ball with one hand or both. However the goalkeeper may not hold the ball with one hand or both for more than 5 seconds.

If any teammate player back pass the ball on their own goalkeeper, the goalkeeper has allowed play only with his skates and body (same play as outside penalty area).

Outside his penalty area the goalkeeper can stop the ball or give direction to it with his body or his skates. He cannot use his arm or hand stop, hold, strike or give direction to the ball outside the penalty area.

The goalkeeper shall not be call of the field and substitute by player in the field (better known as power play).

Rule 14. Free-stroke

When a free-stroke is called against the defending team within the penalty area, the ball is placed on the nearest free-stroke spot at the penalty-line. The exception is when the ball gets outside of the side line (border). Then the free-stroke shall be placed from where the ball leaves the rink. All other free-strokes is played from stopped play by referee or spot of face-off.

If the ball touch electric light, roof, net behind the goal cage and etc. And change unnaturally direction of the ball, it is called the free-stroke for opponent team.

When referee gets signal for play the offensive player have 5 seconds to play.

When a free-stroke is to be played, the opponents have 5 seconds to take a position at least 4,5 m away from the ball. If there is a violation, a warning is given.

If the 4,5 m rule is broken again by the same team, the offending player is penalised for 2 minutes.

If a team is given a free-stroke on the opponents half in the last seconds of one of the periods, the playing-time shall be extended so much that the free-stroke can be taken. The free-stroke on overtime must go directly into the goal by one shot to be approved goal. This rule also applies to a corner-stroke, face-off and to a penalty-shot.

14.1 Free-stroke is awarded for offences against following rules:

Incorrect equipment: Stick, skates or obligatory safety equipment

Incorrect change of players

Incorrect face-off

Offence by the goalkeeper or incorrect play of the goalkeeper

Incorrect execution of free-stroke

Incorrect execution of penalty-shot

Incorrect execution of corner-stroke

14.2 Free-stroke can also be awarded for offences against following rules

Rule 5: Player's right of play

Rule 6: Play on the ball

Rule 7: Play against the opponent. For illegal offences within the own penalty area a penalty-shot be awarded.

14.3 Execution of a free-stroke

The ball must move at least 20 cm before the free-stroke is considered executed. The player who executes the free-stroke is not allowed to play the ball again until it has been played by another player.

A free-stroke can be played in any direction and directly into the goal.

Rule 15. Penalty-shot

With penalty-shot must be also offence player gets 2 or 4 minutes penalty.

The ball is placed on imaginary spot in length of 11 m from goal cage in axis of the rink. At the time when the ball is putting in play other players are allowed to cross behind the blue line.

If the ball rebound from goalkeeper or goal cage, other players are allowed to score a goal or play will continue.

Penalty shots are awarded for the following offences within the team's own penalty area provided the play has not stopped due to a previous whistle.

Positions of players in penalty-shot situation. Attachment n. 4

15.1 Unfair play

Violent play: If the player behave violently to opponent player

Illegal play: If player hindered to scoring a goal by forbidden way

- a) Intentionally stopping or playing the ball in any manner above the shoulders
- b) Throwing the stick or other object
- c) Kneeling or throwing oneself on the ice
- d) Kicking or stopping the ball with skate above the ice
- e) Holding an opponent
- f) Danger play by high stick
- g) Foul in the penalty area
- h) Hand play in the penalty area

Rule 16. Warning and penalty

The referee shall penalize players and coaches who breaks the rules according to the following guidelines.

16.1 Warning (yellow card)

The referee can give a warning if he thinks this is to the advantage to the game. A warning is not in order if the offence qualifies for a penalty.

16.2 2 minutes penalty

Uncontrolled move with stick in near reach to an opponent player, or intentionally slashing with stick in reach to opponent player or slashing to the opponent stick.

Nonviolent but dangerous play against an opponent.

Irregular substitution or any different rule by applicable regulation, or different playing rules.

If the player stroke the ball after the referee whistled or tried hinder to free-stroke (bad distance and etc.).

If the player shadowing an opponent who is not in possession of the ball or actively hinder him in play and the team have already previously warning.

If the player gets advantage by stopped the ball with high stick, hand, arm, head or raised skate.

Playing without stick or with a broken stick, or players who try to pick up and remove from the ice broken parts of his stick.

16.3 4 minutes penalty (red card without record)

If the player attack an opponent in roughly manner or dangerous manner, which could be some of the followed:

Bodychecking, holding, tripping legs or kicking by skate.

If the player inappropriately protested against decision of referee.

If the player threw his stick or other object toward the ball or the opponent.

If the player behaved unsportsmanlike to match secretary, referee, teammates, opponents or spectators.

16.4 2 and 4 minutes penalty accorded at the same time

If the player obtained 2 and 4 minutes at the same time, he should be penalized according to the offence giving the longest penalty (4 minutes).

16.5 Exclusion for the rest of the match. Match penalty

The player who committed two same preceding fouls has to be exclusion for the rest of the match.

Higher stated exclusion for the rest of the match is also a penalty. Shall be marked as match penalty of the offence player and shall be substitute by different player, whensoever is penalty complet by substitute.

16.6 Exclusion for the rest of the match. Full Game Penalty

If the player attacking an opponent brutal way, such as by direct blows or kicks on hands, arms or body. If the player lose selfcontrol towards referee, officials, players or spectators.

16.7 Penalty on the goalkeeper

If the goalkeeper is penalized 5 or 10 min, he may remains on the ice and the number of field players is reduced by one. If the goalkeeper is penalized with red card, he must leave the rink and go to the locker-room.

16.8 Penalizing coach, officials and/or substitutes on the substitute bench

Coach, officials and substitutes are also part of the game and they may to be penalized. If there is an exclusion of any person on the substitute bench for the rest of the match, the offence team shall be penalized by 4 minutes penalty and one of the player on the ice must to sits on the penalty bench.

Rule 17. The referee and the match secretary

17.1 Referee

The referee's authority becomes effective when he arrive the playing area, and lasts until he leaves.

17.2 Two referees

The match is operates by two referee, both of them have same authority.

17.3 The referee's uniform

The referee shall wear skates and an approved jersey shirt and dark long pants. The referee shall wear a black helmet.

17.4 The ball hitting the referee

If a ball from the stick hits the referee, and then goes into the goal cage, the goal shall not be approved.

17.5 Time of match

In short bandy is used a rough time, a rough time shall not be stopped unless there is timeout or match is temporarily stopped. The referee is responsible for controlling the match time. If a ball from the stick hits an opponent, and then goes into the goal cage, the goal shall be approved.

If a team is given a free-stroke on the opponents half in the last seconds of one of the periods, the playing-time shall be extended so much that the free-stroke can be taken. The free-stroke on over-time must go directly into the goal by one shot to be approved goal. Rebounds are not allowed. The ordered penalty is continue at the moment of resume of the match

17.6 The right to refuse a player to participate

The referee has the right to refuse a player to participate if he prior to match time behaves improperly towards the referee or other officials, or if the player's condition is such that the referee is of the opinion that the player should not participate in the match.

The team of the refused player has in this case the right to use another player.

17.7 The refereeing

When players break the rules, the referee shall blow the whistle as a signal that the play should stop. Immediately thereafter the referee should blow the whistle again as a signal that the play should resume.

