



INLINE FLOORBALL RULEBOOK

SRF Inline Floorball Technical Commission
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Sports Introduction

Inline Floorball is a stick and ball game that is played on skates this sports is adapted from ice hockey, on an official level the game will be played with 4 players per team for 2 half each consisting of 12 minutes. This fast paced game is based around skating and stick-handling skills of the players and the goal is for a player to shoot the game ball into the opposing team goal post.

Section 1 – General

1.1 International competition definition & regulations

- Any international competition can only be defined as such, when National teams from 2 or more National Federation from different continents are involved.
- Any fees regarding the event must be agreed with the local organizer and the host country National Federation prior to the commencement of the event.
- In the event of an unforeseen circumstance or unavoidable postponement, the organizer must immediately inform all participating National Federation and any related organizations concerning the new details of the competition.

1.2 Nationality

- Athletes participating in any regional or international events should be of the same nationality as the rest of the team for which they are playing and have a valid passport from the country represented.
- It is the responsibility of the local organizer to ensure all athletes are of the same nationality as the National Federation they represent.

** During any **National Championship**, it is the responsibility of the local organizer to ensure that all participating athletes have a valid passport from the host country.*

1.3 Competition Categories

- World Championships, Regional Championships and any International Competitions may be held in 2 or more age categories:

Categories	Age
Senior	18yrs and above
Youth	13yrs - 16yrs
Junior	7yrs - 12yrs

Note : The AGE column in the table above refers to the age the athlete is turning in the year of the competition(that is, in the calendar year being; 1st of January through to and including 31st December, in the year of the competition).

- World, Regional, International and National championships for the same event may not be organized more than once per year.
- The winner of these events are the official champions until the first day of the next championship in that particular event.

1.4 Entry Procedure

- Each National Federation may enter only one team for each age category with no restrictions on gender.
- The amount of the registration fee is defined by the local organizer of that event and must be paid in **US dollars** by each participating National Federation.

** Note that the local organizer of that event does possess the rights to **forfeit** any teams from National Federations that fail to make payment prior to the deadline of the registration date for that particular event.*

Section 2 – Competition Facilities

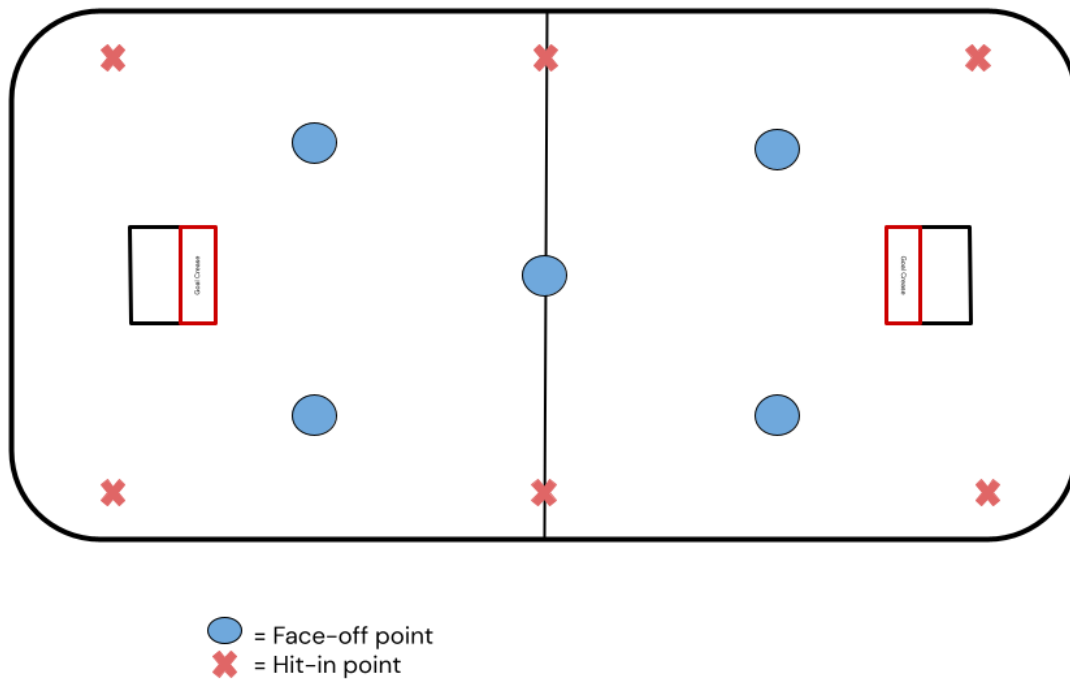
2.1 Court Dimensions

- Official Inline Floorball court dimensions are **40 meters by length and 20 meters by width** and must be enclosed by boards with rounded corners.
- The surface of the competition area should be appropriate for inline floorball (Flat, Leveled, Grippy, Smooth and clear from any potential hazards)
- The boards surrounding the court are made of heavy duty plastic, composites or high density forms that measure at least 50 centimeter high.

2.2 Court Markings

- All markings made in the court must be big and clear, color use must be visible and stand-out from the color of the flooring.
- A center line shall be marked. The center line must be parallel with the width of the rink dividing the court into 2 equal halves.
- Face-off marking must be made in the center of the court and on the centerline, the face-off mark may be a dot and/or cross.
- Goal creases measurements should be align with Goalpost width and extended out by 1-meter shall be marked directly in front of the goalpost.
**The goal creases shall be rectangular, and the measurement indicates length x width including the lines.*

Court Markings



2.3 Substitution Zone

- Substitution zone shall be marked outside of the playing field opposite of the officiate area.
- Substitution zone can be marked in any forms as long as it is clearly visible eg Tape, Boards, etc
- Players benches shall be placed at an appropriate distance with the opposing team; it must be able to accommodate up to at least 8 players per team.
- For safety purposes the player benches shall be placed at an appropriate distance from the boards of the playing field.

2.4 Officiate Area

- The Officiate area shall be marked outside of the playing field opposite of the substitution zone and have to be aligned with the centerline.
- The Officiate area shall be cordon off to prevent unauthorized personnel from entering.

- For safety purposes the Secretariat area shall be placed at an appropriate distance from the boards of the playing field.

2.5 Penalty Area

- Penalty benches shall be placed outside of the playing field and beside the officiate area.
- Each team has separate penalty benches, each placed on separate sides of the officiate area. The penalty bench must be able to accommodate up to at least 2 players.
- The penalty area shall be cordoned off to prevent unauthorized personnel from entering.
- For safety purposes penalty benches shall be placed at an appropriate distance from the boards of the playing field.

2.6 First-Aid Station

- First-Aid station shall be placed at the corner of the entire facility to prevent any disturbance.
First-Aid stations **shall not be placed anywhere near the playing field, this is to ensure the safety of the injured as well as other players.*
- At any given time, there should at least be one certified first-aider on standby at the first-aid station.

Section 3 – Participants Regulations

3.1 Equipments & Apparels

- Players of the same team are required to wear standard matching uniforms with the same color jersey and pants/shorts with no restriction of color combination.
- Players of the same team wearing visible parts of undershirts, undershorts, tights and compression wear are considered uniform regulation that has to be of standard color. For leg wear, black color is allowed.
- All match jerseys are required to have numbers printed at the back and the numbers can be numbers from #00 to #99. The numbers printed on the jersey must be clear and visible, **no team members of the same team shall be assigned or permitted to wear the same number.**

The number printed on the jersey must be clear and visible; **Ariel Font used on the jerseys will be accepted regardless of event and color used must stand out from the jersey color.*

- All players participating in any **International, Regional or National Championships** or events will be uniformed and have **two jerseys of different colors.**

3.2 Allocation and Colors of Uniforms

- It will be the responsibility of the **home team** to change its jersey if the colors of the competing teams' conflict. The decision in this matter shall be left to the referees in charge of facilitating that particular game. The home team is to wear a predominately light color jersey.
- The entire team uniform "Jersey and pants/shorts" must match for each player in style and color.

3.3 Protective Equipment

- It is mandatory for all players to wear knee guards and helmets unless or otherwise stated by relevant officials.

- Any additional equipment such as visor/caged helmet , protective cup if male and pelvic protective equipment if female , hockey girdle/padded pants, mouth guards, elbow guards and gloves/wrist guards are allowed as long as it does not pose any danger to others or oneself.
- Any other form of safety equipment that is not mentioned are disallowed unless or otherwise stated by relevant officials.
- Players are responsible for their own personal equipment and if it meets the highest safety criteria to obtain the utmost safety.

3.4 Sticks

- In any **International, Regional and National championships**, players are only allowed to use sticks that are IFTC certified.
- All tampering with the shaft is allowed. The shaft may be strapped above the grip marking but the official marks cannot be covered.
- The blade of the stick must not be sharp and the hook must not exceed 30mm.
- All tampering with the blade is allowed except hooking is forbidden.

3.5 Skates

- Skates to be used will be **In-line skates only** and may consist of either three or four wheels.
- If skates are manufactured for a specific number of wheels, all wheels must be in place. All wheels bolts and axles must be recessed and be even with the frame with no protruding parts.

3.7 Equipment Inspection

- Prior to the start of every match, referees will conduct an equipment and apparel inspection on every participating player before the commencement of each game.
- Depending on severity, any illegal items found after the commencement of the match, a player misconduct will be given and a penalty will be issued to the team.

- During the inspection, if any players or teams fail to abide by the rules and regulation of the competition a player misconduct will be given and depending on severity of the case the team will be disqualified from that particular event.

3.6 Dangerous Equipments

- The use of pads or protectors made of metal or any other material likely to cause injury to a player is prohibited.
- Any additional accessories or articles on any equipment that may cause injury is strictly prohibited
- At any given time, if any part of a player's equipment has a malfunction they are to immediately change their equipment or have another player to substitute them.

**Note that game time will not stop if there are any malfunction on any equipment during the game, players who insist on participating with a malfunctioned equipment will be given a penalty*

- Any player wearing a protective device prescribed by a physician must still have the permission from relevant officials prior to playing.

Section 4 – Team Regulation

4.1 Team Officials and Personnel

- There is no constraint as to how many Team Officials or Personnel allowed in a team unless/otherwise stated by the relevant officials.
- Team officials and/or personnels are strictly prohibited from entering anywhere else apart from the players bench during the match unless/otherwise told to do so.
- Throughout the match, team officials and/or personnel are not allowed to have any interaction with players or officials from the opposing team unless/otherwise told to do so, under the referees discretion a Minor Penalty, Major Penalty and/or Game Misconduct Penalty shall be imposed under Section 6 Rule 6.14 Interference.
- All Team Officials and Personnel details have to be included in the registration form provided by the event officials.

4.2 Team players

- A limit of 12-players per team should be set as default for every **International, Regional and National championships** unless/otherwise stated by the event host.

Section 5 – Rules of the game

5.1 Pre-game procedures

- Prior to the start of each match the manager or coach of each team shall list the players and Captain/Alternate Captains who shall be eligible to play in the game. This list must be given to the Officiate.
- These players' names must be included on the original team roster submitted during registration.
- Prior to the start of each game, the manager or coach of each team is required to name the starting line-up to the Officiate.

5.2 Post-game procedures

- After each match, the manager or coach of each team is to verify the data consolidated by the Officiate.

5.3 Warm-up

- All players must be in full uniform including protective equipment to take the floor for warm-up.
- Warm-up is only allowed before the commencement of play in the first period only, each team shall confine its activity to its own half of the rink.
- Warm-up is **NOT** allowed during any stoppage of the game, Half-time or before overtime, and warm up can only be started after the game referees have conducted the inspection.

5.4 To start the game

- To start a game a team must have 4 skaters who are properly equipped on the floor.
- Home team shall have the choice of goal to defend at the start of the game.

- During the game, managers, coaches and trainers shall be restricted to the use of the area the length of the players benches.

5.5 Game time and periods

- Official game time shall consist of 2 periods each with a 12-minutes game time and 3-minutes interval in between each period. After each period, teams will switch to different sides of the court to ensure fairness.
- Official matches shall be played using effective game time.

** Effective game time implies that time shall be stopped whenever the play is interrupted by the referee's whistle or any other form of interruption and game will only resume when the ball is played.*

5.6 Overtime and Sudden Death

- In the event of a tie between 2 teams, both teams shall move into a 12-minutes sudden death match, whichever team that scores the first goal wins.

** Before the commencement of the sudden death match both teams shall have a 1-minute intermission and there will be **NO** change of sides.*

- In the event that there is still a tie after the sudden death match, the teams will then transit into a penalty hit where both teams will be entitled 3 shots from the half-court line with no opponents in the court. If a draw still persists each team will then be entitled 1 shot each and shall go on till one team missed a shot.
- Players taking the first 3 penalty hits are not allowed to be the same, however for subsequent penalty hits recurring players from the first 3 penalty hits are allowed to take a shot again but not in a consecutive manner.

** Regardless which team scores first for the sudden death penalty hit, the opposing team will still be entitled to take a shot*

Penalty hit

Team A	Team B	Remarks
○	○	1st penalty hit
○	○	2nd penalty hit
○	○	3rd penalty hit
○	○	4th penalty hit (Sudden death)
○	X	5th penalty hit (Sudden death)

With the reference above, both Team A and Team B result in a draw for the first 3 penalty hits as such both teams are entitled one shot for their 4th penalty hit and still resulted in a draw, at the 5th penalty hit Team A scored a goal and Team B missed hence Team A wins.

5.7 Time out:

- During the match, each team shall have the right to request one timeout per period, which lasts for 1-minute.
- A time-out can only be requested by team captain/coach and only when the requesting team has possession of the ball or when the ball is dead, a time-out is only effective after the referee has blown the whistle.

5.8 Face - off

- During a face-off, Home player must put their stick on the surface first.
- During face-off, players shall not make any physical contact with an opponents body by any means of their own body or by their sticks except in the course of playing the ball after the face-off has been completed.
- When the game is stopped for any reason not specifically covered in the official rules a face-off will be conducted, this however does not apply when a team has possession of the ball prior to the interruption.
- Blade position has to be parallel during face - off.

- The commencement of the match will only start when the siren/whistle has been sounded during a face-off.

5.9 Change of players

- When play is in progress, not more than 4 floor players are permitted on the playing surface at any one time.
- Players may be substituted at any time from the player benches, provided that the player or players leaving the surface has entered their team players bench, however at the referees discretion if the additional player does not affect play no penalty shall be issued.
- Players on the penalty bench, who are to be substituted after the penalty has expired, must proceed by the way of the playing surface and be at their own players bench before any substitution can be made.

5.10 Adjustment to clothing and equipment

- Plays shall not be stopped, nor the game delayed by reason of adjustment of clothing, equipment, skates or sticks.
- The responsibility of maintaining clothing and equipment in proper condition shall be upon the player. If adjustments are required, the player shall retire from the floor and play shall continue without interruption using a substitute.
- In the event a player loses a helmet in the "process of a play" that player must retrieve that helmet and immediately fasten that helmet onto his or her head or proceed directly to the players' bench.
- Under the referees discretion, play may be stopped if they feel that it may cause safety concerns.

5.11 Injured players

- When a player is injured or compelled to leave the floor during a game, the player may retire from the game and be replaced by a substitute, but play must continue without the teams leaving the floor.

- In an event that the play is stopped because of an injured player, possession of the ball goes to the team that has possession prior to the stoppage of the play, if neither team has possession a center face-off will then take place.

**In a case where it is obvious that a player has sustained a serious injury the referee may stop the play immediately regardless of who is in possession of the ball.*

5.12 Kicking the ball

- Kicking the game ball shall be permitted in all zones, but a goal may not be scored by the kick of an attacking player.

5.13 Kicking the stick

- Kicking the opponent's stick is allowed but only when the defending player has possession of the game ball.
- When kicking the opponent's stick only an upward motion like lifting the stick is allowed

5.14 Ball out of bounds or Unplayable

- When the game ball goes outside the playing area to either end or either side of the rink or strikes any obstacles above the playing surface other than boards and goal posts.
- In an event that the game ball goes out of bounds the possession of the ball goes to the non-offending team and play will start from the nearest hit-in point from where the ball goes out of bounds.

**Offending player is determined by who causes the ball to go out of bounds; this also includes deflection of the stick and body parts, at which the ball deflects off the player stick and goes out of bounds.*

- When the ball becomes lodged in the netting on the outside of either goal so as to make it unplayable, or if it is frozen between opposing players intentionally or otherwise, the Referee shall stop the play and face-off the ball at the nearest face-off spot.

5.15 Ball out of sight and Illegal Ball

- Should a scramble take place or a player accidentally falls on the ball and the ball is out of sight of the Referee, the Referee shall immediately blow the whistle and stop play. There will then be a face-off at the nearest face off spot.
- If at any time while play is in progress a ball other than the one legally in play shall appear on the playing surface, the play shall not be stopped but shall continue with the legal ball until the play in progress is completed by change of possession. At the Referee's discretion if the legal ball is interfered in play, the Referee shall stop the play immediately.

**In the event of an illegal ball entering the playing field, if the referee removes the ball without interfering with the play, then play shall continue.*

5.16 Goals and Assists

- A goal shall be scored when the game ball has been put between the goal post by the stick of a player of the attacking side.
- A goal shall be credited in the scoring records to the player from the attacking side who propelled the ball into the opponent's goal.
- When a player from the attacking side scores a goal, One assist shall be credited to the player who made the pass leading to the scoring of the goal.
- A goal shall be scored if the ball is put into the goal in any way by a player of the defending side. The player of the attacking side who last played the ball shall be credited with the goal but no assist shall be awarded.
- A goal shall be scored if the ball has been deflected into the goal by a shot of an attacking player by hitting off any part of a player from the same team. The player who deflected the ball shall be credited with the goal.
- Should a player legally propel a ball into the goalpost of the opposing team and the ball becomes loose, a goal scored on the play shall be legal.

5.17 Incorrectly scored goals

- The goal shall not be allowed if the game ball has been kicked or otherwise deliberately directed into the goalpost by any means other than the use of a stick.
- The goal shall not be allowed if an attacking player kicks the ball and it is deflected into the net by any player of either team.
- The goal shall not be allowed if scored as a result of the gameball being deflected directly off into the net by an official.
- The goal shall not be allowed if scored from a stick blade carried above the height of the crossbar of the goal cage, except by a player of the defending team.
- The goal shall not be allowed if a shot has been made after the siren has sounded at the end of the period, this however does not apply if a shot has been made before or when the siren is sound.
- Any goal scored other than as covered by the official rules shall not be allowed.
- In an event that a goal has been made by an offending player of a foul the goal shall not be allowed.

**In an event that an illegal goal has been made, possession of the ball will be given to the defending team and play will start using a hit-in point from the corner of the rink behind the defending team's goal post, players from the attacking team is not allowed to go behind the goal post before the player from the defending team touch the ball.*

Section 6 Penalties & Fouls

6.1 Definition of penalty

- A handicap or disadvantage imposed on a player or team for infringement of rules.

6.2 Penalty categories

- Penalties shall be actual playing time and shall be divided into the following categories:

Penalties categories		
No	Penalty	Description
1	Free-hit	<p>For free-hit, the possession of the ball will be awarded to the non-offending team and the free-hit will be based on where the offense had taken place.</p> <p>Non-offending team</p> <ol style="list-style-type: none"> 1. For free-hit, players are not allowed to drag the ball; they are only allowed to hit the ball. 2. The ball carrier may either make a pass or take a shot without changing his/her original position 3. Free-hit can never be taken behind the goalpost or anywhere nearer than 3m from the goal crease <p>Offending team</p> <ol style="list-style-type: none"> 1. Players from the offending team are allowed to defend the goalpost provided that they are 3m away from the player taking the free-hit, sticks included <p>Criteria of calling a free-hit:</p> <ol style="list-style-type: none"> 1. Offending team gain possession of ball during delayed penalty 2. When a foul is committed anywhere in front of the goalpost. 3. On the 2nd offense leading to a free-hit in the same match due to the same foul, every subsequent penalty will be a minor penalty regardless if criteria 1 or 2 is in play. 4. Criteria 1 & 2 applies to only the following fouls. <ul style="list-style-type: none"> - Face-off(Illegal) – Rule 6.11 - Handling Ball with body parts – Rule 6.17 - High stick – Rule 6.20 - Stick Check – Rule 6.21 - Hooking – Rule 6.22 - Cross Check – Rule 6.25 - Slashing Rule – 6.31
2	Hit-in	For hit-in, the possession of the ball will be awarded to the non-offending team, the offending team will be determined by last contact of the ball before it goes out of bounds.
3	Turnover	A turnover refers to the change of possession of the ball during a free-hit/hit-in . When the original non-offending team is delaying the game by holding the ball for more than 10 seconds or dragging the ball during a free-hit/hit-in.
4	Minor Bench Penalty	<ol style="list-style-type: none"> 1. For Minor Penalty, players shall be ruled off the floor to the penalty bench for 2-minutes during which time, no substitute shall be permitted giving the non-offending team advantage. 2. If an injured player receives a Minor Penalty the penalized team shall place a substitute player in the penalty area before the penalty expires and no other replacement for the penalized player shall be permitted to enter the game except from the penalty bench. 3. On the 3rd Minor penalty assessed to any one player, in the same game that player will be assessed a major penalty.

		<p><i>* Note that all 3 Minor penalties assessed must be of the same foul.</i></p> <p>5. Any subsequent penalty incurred within the game will result in that player being assessed a Game Ejection penalty and inform the inline floorball technical committee for any further actions required.</p> <p><i>*Game ejection penalty involves the removal of a player for the balance of the game. A substitute is permitted to immediately replace the player so removed. The substitute must serve any penalty time that the ejected player was assessed.</i></p> <p>6. Players who are being assessed with Minor Bench Penalty can only leave the penalty area under 2 situation:</p> <ul style="list-style-type: none"> - Serving the entire duration of the penalty being assessed. - Either team scores a goal. <p>In both cases, the player serving the penalty is considered as completing the time penalty.</p> <p>Critrials to call for minor penalties:</p> <ol style="list-style-type: none"> 1. Same player in the same match commits the same foul for the second time. 2. Foul is committed from behind the goalpost.
5	Major Penalty	<ol style="list-style-type: none"> 1. For Major Penalty, players shall be ruled off the floor to the penalty area for 5–minutes during which time no substitute shall be permitted. 2. The penalized players shall serve the entire duration of the penalty regardless of goals scored during the game.
6	Misconduct Penalty	<ol style="list-style-type: none"> 1. For Misconduct Penalty, players shall be ruled off the floor to the penalty area for 5–minutes. 2. The penalized players shall serve the entire duration of the penalty regardless of goals scored during the game and may only return to players bench after time elapsed and there is a stoppage in play. 3. Players who received misconduct penalties will be reported to the inline floorball technical committee for further actions if required.
7	Game Misconduct Penalty	<ol style="list-style-type: none"> 1. Game Misconduct Penalty involves removal of the offending player for the balance of the game who then shall be ordered to the dressing room/isolated area for the remainder of the game, and shall be reported to inline floorball technical committee for further action. 2. The Coach or Manager of the penalized team, shall designate any player of his/her team on the surface at the time of infraction to serve any time penalties associated with the Game Misconduct Penalty. <p><i>* Under such circumstances, the player who has been selected to complete the time penalty assessed has to be on the surface at the time of infraction; however, the substitute is still allowed to enter the playing field.</i></p> <ol style="list-style-type: none"> 3. For all Game Misconduct Penalties regardless of when imposed, a total of 5 minutes shall be charged in the records against the offending players and shall serve the entire duration of the penalty regardless of goals scored during the game.
8	Match Penalty	<ol style="list-style-type: none"> 1. Match Penalty involves the suspension of a player for the balance of the competition, and the offender shall be ordered to the dressing room/isolated area immediately, and shall be reported to the inline floorball technical committee for further action. 2.The Coach or Manager of the penalized team, shall designate any player of his/her team on the surface at the time of infraction to serve any time penalties associated with the Match Penalty. <p>2. For all Match Penalties, regardless of when imposed, a total of 5–minutes shall be charged in the records against the offending players and shall serve the entire duration of the penalty regardless of goals scored during the game.</p>
9	Penalty Shot	<ol style="list-style-type: none"> 1. When an infraction of the rules calls for a penalty shot, it shall be taken as follows: <p><u>Criteria for calling of a penalty shot are :</u></p> <ul style="list-style-type: none"> - The ball must be over the centerline in the attacking zone. - The player in control must have no other player to beat except the goalie. - If any player commits to displacement of goal post rule under Section 6 rule 6.7 <p><u>During the Penalty shot these criterias are to be followed:</u></p> <ul style="list-style-type: none"> - All players except the player taking the Penalty Shot and one player from the defending team, must go to

		<p>the player bench.</p> <ul style="list-style-type: none"> - The Referee shall place the ball on the center face-off spot and the player taking the shot will, on the whistle of the Referee, play the ball from there and shall attempt to score on the defender of the opposing team. - The Player from the Defending team must stay in the crease, the player taking the shot must keep the ball in motion towards the opponents goal line and when shot, the play shall be considered complete. - If an opposing player other than the defending player interferes with the player taking a Penalty shot, a goal will be automatically awarded whether or not a goal was scored. - No goal can be scored on a rebound of any kind and any time the ball crosses the goal line, the shot shall be considered complete. - A deflection of the goalkeeper resulting in the ball entering the net shall constitute a goal. - If a goal is scored from a Penalty shot, the ball shall be faced off at the center floor in the usual way. If a goal is not scored, the possession of the ball goes to the defending team and a hit-in point at the corner of the rink behind the defending team's goal post will be done to start the play. - If the offense for which the Penalty shot was awarded was such as would normally incur a minor penalty, then regardless of whether the Penalty shot results in a goal or not, no further Minor Penalty shall be served. - Should a goal be scored from a Penalty shot, a further penalty to the offending player shall not be applied unless the offense for which the penalty shot was awarded was such as to incur a Major or Match penalty, in which case the penalty prescribed, for the particular offense, shall be imposed. - For Delayed Penalty Shot, should the player to whom a Penalty shot has been awarded, also have committed a foul in connection with the same play or circumstances, either before or after the penalty has been awarded, and is designated to take the shot, the player shall first be permitted to do so before being sent to the penalty bench.
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6.3 Delayed penalty

- A delayed penalty implies that the non-offending team is given the possibility to continue the attack until the offending team gains control of the ball or play is interrupted.
- All penalties may be delayed. A delayed penalty shall be applied when the non-offending team still controls the ball after an offense leading to a penalty. Only 1 penalty at a time can be delayed except when a goal situation is in progress.
- A delayed penalty shall still be carried out after the end of a period or a match. If the team still does not try to attack, play shall be interrupted, the delayed penalty is considered carried out and play resumed with a face-off.

**If the delay is carried out due to any other interruption, play shall be resumed according to what caused the interruption.*

- A delayed penalty shall still be carried out after the end of a period or a match. If the delayed penalty is carried out because the offending team gains and controls the ball, play shall be resumed with a free-hit.

- The non-offending team shall use a delayed penalty for constructive attacking play. If the referees consider the team only to be trying to waste time, the players shall be notified. If the team still does not try to attack, play shall be interrupted, the delayed penalty carried out and play resumed with a face-off.

** Constructive play is defined as the whole team playing within the attacking zone.*

- If the non-offending team scores in a correct way during a delayed penalty, the goal shall be allowed and the minor penalty last imposed on the offending team shall not be carried out. No other penalties shall be affected.
- If the offending team scored during a delayed penalty, the goal shall be disallowed and play resumed with a face-off and the penalty last imposed shall be carried out. If the non-offending team scores an own goal, the goal shall be allowed.
- If a 3rd player of any team shall be penalized while 2 players of the same team are serving penalties, the penalty time of the 3rd player shall not commence until the penalty time of 1 of the 2 players already penalized shall have elapsed. Substitute is still permitted for the 3rd player while waiting for their teammate penalty to elapse and must at once approach to the area once 1 of the 2 players is back on the floor.
- Delayed penalty shot is when a penalty shot is awarded but play continues since the non-offending team still controls the ball and the goal situation is still in progress.
- If the non-offending team scores correctly during a delayed penalty shot, the goal shall be allowed, and the penalty shot canceled.

6.4 Definition of foul

- An unfair or invalid stroke or piece of play, especially one involving interference with an opponent or any actions that are against the rules in accordance with the international inline floorball rulebook.

6.5 Illegal equipment

- Any equipment found **after** the referee inspection that does not conform to the provisions of Section 3 Rule 3.6 Dangerous Equipment will receive a penalty, the penalty given is subjective to the severity of harm it may cause to oneself or others.

- Depending on severity of harm it may cause, the player may receive a player misconduct or even suspension for subsequent games.
- In the event a player loses a helmet in the “process of a play” such player shall replace the helmet (properly fastened) or shall proceed to the players’ bench for a substitution. If such a player participates in play, the play must be stopped immediately and a penalty shall be assessed.

**Refusal to comply with the referee will lead to a player misconduct and even forfeit for that game.*

6.6 Broken stick

- A player whose stick is broken must immediately change his/her stick or substitute with another player and the broken stick must be removed from the playing area. A Minor Penalty shall be imposed for an infraction of this rule.
- A player whose stick is broken may not receive a stick thrown on the floor from any part of the rink, and can only be obtained from the player bench. A Minor Penalty shall be imposed on the player receiving a stick illegally under this rule. The player who threw the stick onto the surface shall also be assessed a Minor penalty. If the player is not identified then the representing team captain will pick a player from the floor at the time of play.

6.7 Displacement of the goalpost

- If a player deliberately displaces the goalpost during regular playing time or any time in an over-time sudden death match a Penalty shot shall be awarded to the non-offending team.

** Infraction of this rule shall lead to a Penalty shot regardless if the situation is aligned to other criterias under Section 6 Rule 6.1.*

6.8 Abuse of officials and other misconduct

- A Major or Misconduct Penalty, at the discretion of the referee, may be assessed for abuse of officials or other Misconduct.

- A Misconduct penalty shall be imposed on any player who intentionally knocks or shoots the ball out of the reach of an official who is retrieving it.
- A Verbal warning shall be given to any players who at the referee's discretion intentionally bang the the boards or goal cage with their sticks or any other equipment out of spite, any subsequent offense will lead to a Misconduct penalty
- A Misconduct penalty shall be imposed on penalized players who do not proceed directly and immediately to the penalty box and take the required place on the penalty bench. Any player who fails to comply with the referees instruction by persisting in continuing or attempting to continue the fight or altercation or who resists a referee in the discharge of the referee's duties shall incur a Game Misconduct Penalty.
- In the case of any Club Executive, Manager, Coach or Trainer being guilty of such Misconduct, that person is to be removed from the players bench and that person must not sit near the team bench, nor in any way direct or attempt to direct the play of this team for the remainder of that game.

** Multiple offenses will not be tolerated hence the offender will be forced to leave the competition ground for the rest of the event.*

- A Minor/Major Penalty will be given to any player using obscene, profane or abusive language to any official. Second offense will lead to a Misconduct Penalty
- A Game Misconduct penalty shall be imposed against the offending team if any player, manager, coach or trainer in the vicinity of the player bench or penalty bench throws anything on the floor during progress of the game or during stoppage of play.

** This includes the Playing field, Secretariat area, Penalty area or anywhere within the competition ground.*

- A Game Misconduct penalty shall be imposed against the offending team if any Player, Manager, Coach or Trainer interferes in any manner with any game official including Referee, Timekeeper or any official in the performance of their duties.

**The Referee may assess further penalties under this rule if deemed necessary.*

- A Minor Penalty shall be assessed to any player or team official who challenges or disputes the rulings of any official during the game or who displays unsportsmanlike

conduct, If any player persists, he/she shall be assessed a Misconduct penalty and any further disputes will result in a Game Misconduct penalty being assessed to the offending player. If a team official persists, after he/she has been assessed Bench Minor Penalty he/she shall be immediately assessed a Game Misconduct penalty . A Referee is not required to assess a Minor Penalty under this rule before assessing the Misconduct or Game Misconduct Penalty, but may assess either of these penalties initially.

6.9 Physical Abuse of Officials

- Any player who touches or holds a Referee, or any Game Official, with the player's hand, stick or intentionally trips or body checks any officials, shall automatically receive a Game Misconduct Penalty any subsequent offenses throughout the event will lead to a Match Penalty
- A Match Penalty shall be imposed on any manager, coach or trainer who holds or strikes an official.

6.10 Obscene or Profane Language or Gestures

- A Game Misconduct penalty shall be assessed on any player, manager, coach and trainer:
 - Who uses obscene or profane language or gestures to any person on the floor or anywhere in the court, including travesty of the game and discriminatory slur or racial remarks;
 - Who persists in disputing or shows disrespects for the ruling of any official during a game;
 - Who brings the game into disrepute

** Note that Officials are responsible to send a confidential report to the inline floorball technical committee setting out full details concerning the situation.*

6.11 Face-off (Illegal)

- In an event that a team is not ready after the referee has called for a face-off using the command 'Ready', a 15 second grace period will be given. After 15 seconds have ended, the game shall continue on even if the players are not ready.
- In an event that the players blades are not parallel, the referee shall first give a verbal warning, upon 2nd offense a free-hit will be given to the non offending team at the face-off point.

6.12 Change of Players(Illegal)

- A Minor penalty shall be assessed when there are more than 4 players of the same team in the playing field during the time of play. The penalty can be imposed on any one player of the offending team and another additional player of the same team has to step out of the court such that the offending team will only have 3 players in the playing field.

** Substitute players can only enter the playing field once a player from their team leaves the playing field.*

- A penalty shall be assessed when a substitute player that is not in proper equipment (**Helmet not worn correctly**) plays the game ball with their sticks or skates.

** Under such circumstances, players shall be assessed for violation of Section 6 Rule 6.5 Illegal Equipment.*

6.13 Game Delay

- A turnover will be assessed when the team with possession holds the ball for more than 10 seconds during a Free-hit/Hit-in.

** Note that the 10 seconds starts when the referee places the ball down on the floor in the appropriate position and whistle blows.*

6.14 Interference

- A Minor penalty or at the discretion of the Referee, a Major Penalty and a Game Misconduct Penalty shall be imposed on the player who:
 - Interferes with or impedes the progress of an opponent who is not in possession of the ball this includes locking.

- Deliberately knocks a stick out of the opponent's hand.
 - Prevents a player who has dropped a stick from regaining possession of it.
 - Who knocks or shoots any abandoned or broken stick or illegal ball or any other debris towards an opposing player in any manner that could cause that player to be hurt or distracted.
- A Major Penalty and a Game Misconduct Penalty shall be imposed if any player on the player bench or on the penalty bench who interferes with the movement of the ball or of any opponent on the floor during the process of play.

** In such cases the team captain/coach will pick any one player whom is in the field to serve the penalty*

- Team Officials and/or Personnels are strictly prohibited to interact with any players and/or from the opposing teams.

6.15 Interference by Spectators

- In the event that a player is being held or interfered with by a spectator, the Referee shall immediately stop the play, unless the team of the player interfered with is in possession of the ball at the time, then the play shall be allowed to be completed before blowing the whistle.

** Under such circumstances, no warning shall be given and the spectator shall leave the ground.*

6.16 Leaving the Player or Penalty bench

- Under no circumstance shall any player leave the penalty bench, except at the end of each period, or on expiration or termination of his/her penalty time.
- A penalized player who violates this rule regardless if play is still on, shall incur an additional Minor Penalty after serving the player's **unexpired time**.
- If a player leaves the penalty bench before the player's penalty is fully served, the timekeeper shall note the time and report the incident to the referee at the next stoppage in play. In the event that a penalized player returns to the floor without having fully served his/her penalty time through an error made by the penalty timekeeper, that player is not to serve an additional penalty but must serve the player's **unexpired time**.
- If a penalized player returns to the floor from the penalty bench before the player's penalty has expired by the player's own error, any goal scored by the player's own team while that player is illegally on the floor shall be disallowed, but all penalties imposed on either team shall be served as regular penalties.
- No player may leave the player bench or penalty bench at any time to enter an altercation, violation of this rule will lead to a Minor Penalty and depending on the severity a Game Misconduct will be issued to the offending players.

** Note that the offending player is based on who was the first to leave the player bench or penalty bench during an altercation.*

- If players of both teams leave their respective benches at the same time, the first identifiable player from each team to do so shall incur a Minor Penalty and depending on severity a Game Misconduct will be issued to the offending player.
- If a player illegally enters the game from the player's own player bench, any goal scored by the player's own team while that player is illegally on the floor shall be disallowed, but all penalties imposed against either team shall be served as regular penalties.

** Note that Players must enter the playing field before going back to the players bench.*

6.17 Handling with body parts

- A Minor Penalty shall be imposed on any player who **intentionally** uses any other body parts except Stick or Skates to play the Game Ball.
- A Minor Penalty shall be imposed on players who intentionally use their head to hit the ball.

** Note that using the body to block or intercept passes or shots is allowed.*

- A Minor Penalty shall be imposed on players intentionally who place both their knees on the ground.
- A Minor Penalty shall be imposed on players who continue to hold the ball in the event that it gets lodged between the player body part.
- In the event that the ball is lodged between the body part of the defender at the goalpost he/she is allowed to hold the ball provided that players from the offending team is at attacking advantage.

** Attacking advantage refers to players being close to the opposing team's goal post.*

6.18 Holding

- A Minor Penalty or at the discretion of the Referee, a Major Penalty, and a Game Misconduct Penalty shall be imposed on a player who holds an opponent with hands, legs, feet or stick or in any other way.

** Note that if a player intentionally locks a stick in between his/her body part is also considered a foul.*

- A Major Penalty or a Game Misconduct Penalty shall be imposed if the action of holding results in an injury to the player being held.
- A Minor Penalty shall be imposed to players who in the process of stealing the ball puts their arm over the opponent's shoulder

6.19 Tripping

- A Minor Penalty or at the discretion of the Referee, a Major Penalty and a Game Misconduct Penalty shall be imposed on any player who shall place the player's stick, knee, foot, arm, hand or elbow in such a manner that shall cause the player's opponent to trip or fall.

** Note that if in the opinion of the Referee a player is unquestionably attempting to steal the game ball from the opponent in a legal way but leads to the opponent tripping in the process this will not be ruled under tripping and no penalty will be imposed.*

- A Major Penalty and a Game Misconduct Penalty shall be assessed to any player who shall place the player's stick, knee, foot, arm, hand or elbow in such a manner that it shall cause the player's opponent to trip or fall and be injured.

6.20 High Sticks

- The carrying of the blade of the stick above the average height of the hips is prohibited.
- Using the stick to bat the ball above the normal height of the hips is prohibited and when it occurs offending player will receive a minor penalty unless:
 1. The Offending player batted the game ball to an opponent in which case the play shall continue, or
 2. The Offending player batted the game ball into his/her own goal post in which case a goal is allowed.
- A Minor Penalty or at the discretion of the Referee, a Major Penalty and a Game Misconduct Penalty, shall be imposed on any player who makes contact with an opponent while carrying the stick blade above the **shoulders** of an opponent in an attempt to intimidate them. If injury results, a Major Penalty and a Game Misconduct Penalty shall be imposed

Exception:

1. No Penalty shall be assessed when the stick is shifted from one hand to the other over the head so the player can play the game ball, unless it endangers another player.
2. At the beginning and end of a slap shot, the blade may be above waist level.

6.21 Stick Checks

- Stick Checks is strictly prohibited, violation of this rule will first lead to a Free - Hit by the Referee subsequent offenses will lead to Minor Penalties.

** Note that 'Stick Check' is defined as lifting or hitting the opponent's stick in an upwards motion regardless if the opposing player is in possession of the game ball.*

6.22 Hooking

- A Minor Penalty or at the discretion of the Referee, a Major Penalty and a Game Misconduct Penalty shall be imposed on a player who impedes or seeks to impede the progress of an opponent by hooking with either end of the players stick or body parts.
- A Major and a Game Misconduct Penalty shall be imposed on any player who injures an opponent by hooking.

6.23 Spearing and Butt-Ending

- A Minor Penalty shall be imposed on a player who spears or attempts to spear or butt-ends or attempts to butt-end an opponent.

Note that "Attempt to spear" shall include all cases where a spearing gesture is made regardless of whether bodily contact is made or not.

- A Match Penalty shall be imposed on any player who injures an opponent by spearing or butt-ending. This shall be assessed as an attempt to injure under Section 6 rule 6.32.

Note "Spearing" shall mean stabbing an opponent with the point of the stick blade while the stick is being carried with one hand or with both hands. "Butt-ending" shall mean stabbing an opponent with the butt-end of the stick while the stick is being carried with one hand or with both hands.

6.24 Throwing Stick

- A Major Penalty and a Game Misconduct Penalty shall be imposed on any player or any non-playing personnel who throws any objects or sticks onto the playing surface from the player bench or penalty bench. If the player is not identified then the representing team captain will pick a player from the floor at the time of play.
- A Minor Penalty shall be imposed on any player who throws the stick in an attempt to steal the ball.
- A Major Penalty and a Game Misconduct Penalty shall be imposed on any player who throws the stick leading to an injury under Section 6 rule 6.32.

6.25 Cross Check

- Cross checking means a check is delivered to any body part of a player while both hands are on the stick and no part of the stick is on the floor.
- A Minor Penalty or at the discretion of the Referee, a Major Penalty and a Game Misconduct Penalty shall be imposed on a player who "cross checks" an opponent.
- A Major Penalty and a Game Misconduct Penalty shall be imposed on any player who injures an opponent by cross checking.

6.26 Boarding

- A Minor Penalty or at the discretion of the Referee, a Major Penalty and a Game Misconduct Penalty based upon the degree of violence of the impact with the boards, shall be imposed on any player who cross checks, elbows, charges or trips an opponent in such a manner that causes the opponent to be thrown violently into the boards.

- Any unnecessary contact with a player carrying the ball which results in that player being knocked into the side boards is "boarding" and must be penalized as such. In other instances where there is no contact with the boards it should be treated as "charging."
- "Rolling" an opponent (if that player is the ball carrier) along the boards where the player is endeavoring to go through too small an opening is not boarding. However, if the opponent is not the ball carrier, then such action should be penalized as boarding, charging, interference, or if the arms or stick are employed it should be assessed as holding or hooking.

6.27 Elbowing and Kneeing

- A Minor Penalty or at the discretion of the Referee, a Major Penalty and a Game Misconduct Penalty shall be imposed on any player who uses an elbow or knee with the intention to interrupt or foul an opponent in any way.
- A Major Penalty and a Game Misconduct Penalty shall be imposed on any player who injures an opponent as a result of a foul committed by using elbows or knees.

6.28 Checking from behind

- A Minor Penalty shall be imposed on any player in the event that players check from behind.
- A Major Penalty and a Game Misconduct Penalty shall be imposed on any player who intentionally pushes, body-checks or hits an opposing player from behind, anywhere on the skating surface leading to an injury.
- When a player is high-sticked, cross-checked, body-checked, hit or propelled in any manner from behind leading him/her into hitting the boards or goal cage in such a way that the player is unable to defend him or herself, a Match Penalty shall be assessed.

** Note the penalties mentioned above shall be strictly enforced and under no circumstance shall a referee substitute with other forms of penalties.*

6.29 Charging

- A Minor Penalty or a Major Penalty and a Game Misconduct Penalty at the discretion of the Referee shall be imposed on a player who **Runs** or **Jumps into** or **Charges** an opponent.

6.30 Roughing

- A Minor Penalty or at the discretion of the Referee, a Major Penalty and a Game Misconduct Penalty may be imposed on any player deemed guilty of roughing.
- A Major Penalty and a Game Misconduct Penalty shall be imposed on if the action of roughing results in an injury to the player being roughed.

** Note that body contact between two opposing players who are actively in pursuit of the game ball, the act of riding an opponent off the game ball, or meeting the opponent head-on while attempting to play the game ball shall not be considered roughness. But this does not imply that players NOT in possession of the game ball may throw their bodies into an opponent in order to achieve possession.*

** Note that Penalty for unnecessary roughness (roughing) should be called in every case when an opposing player makes unnecessary contact with the player in possession of the ball.*

6.31 Slashing

- A Minor Penalty or at the discretion of the Referee, a Major Penalty and a Game Misconduct Penalty shall be imposed on the player who impedes or seeks to impede the progress of an opponent by 'Slashing' with the players stick. Any stick to body contact enacted by the pursuing player will be considered slashing.
- A Major Penalty and a Game Misconduct Penalty shall be imposed on any player who injures an opponent by slashing.

** Note Referees should penalize any player who swings the player's stick at any opposing player (whether in or out of range) without actually striking that player or where a player on the pretext of playing the ball makes a wild swing at the ball with the object of intimidating an opponent.*

- Any player who swings the player's stick at another player in the course of any altercation shall be assessed a Match penalty regardless if the stick hits or makes contact with the player. This will be assessed as an **Attempt to Injure**.

** Note that referees are responsible to report the incident to the relevant officials or authorities.*

6.32 Attempt to Injure

- A Game Misconduct Penalty shall be imposed on any player who deliberately attempts to injure an opponent, official manager, coach or trainer in any manner. The circumstances shall be reported to the relevant official for further action.
- Any subsequent offenses will lead to a Match Penalty

6.33 Fighting

- Fighting is defined as the actual throwing of a punch(es) with a closed fist by a player who makes contact with a player in the opposing team.
- A Game Misconduct Penalty and Match Penalty shall be imposed on any player who starts fighting.
- A Major Penalty shall be imposed on a player who, having been struck, retaliates with a blow or attempted blow. However, at the discretion of the Referee, a Match Penalty may be imposed if that player continues the altercation.

** Note that Pushing, Shoving or Grappling while on skates are also punishable offenses, but do not constitute under fighting but attempt to injure under Section 6.32.*

- The Referee is provided very wide latitude in the penalties which the Referee may impose under this rule. This is done intentionally to enable the Referee to differentiate between the obvious degrees of responsibility of the participants either for starting the fighting or persisting in continuing the fighting. The discretion provided should be exercised realistically.

** Note that regardless of situation A Major Penalty and a Game Misconduct will be imposed on any player who fights either on the playing field or off the playing field.*

6.34 Deliberate Injury to Opponents

- A Match penalty shall be imposed on a player who deliberately injures an opponent in any manner this include using any body parts or equipment.
- No substitute shall be permitted to take the place of the penalized player until five minutes actual playing time shall have elapsed, from the time the penalty was imposed.
- A Minor penalty and a Free hit will be assessed to any player who at the referee's discretion intentionally kicks the body part of another player.

** All of such instances are to be reported to the relevant officials.*

6.35 Foul & Penalty Table

Foul & Penalty Table					
No	Fouls	Penalty (1st Offense)	Penalty (2nd Offense)	Additional Penalties	Remarks
6.11	Face-Off (Illegal)	Free-Hit	Minor Penalty	-	Note that Penalties used on 1st and 2nd offense are not fixed and depend on the degree of violence or harm it may cause.
6.17	Handling ball with body parts				
6.20	High stick			Major/Game Misconduct Penalty	
6.21	Stick Check				
6.22	Hooking				
6.25	Cross check				
6.31	Slashing				
No	Fouls	Penalty (1st Offense)	Penalty (3rd Offense)	Additional Penalties	Remarks
6.5	Illegal Equipment	Minor Penalty	Major Penalty	Game Misconduct Penalty	-
6.6	Broken Stick				
6.12	Change of players (Illegal)				
6.14	Interference				
6.16	Leaving the Player or Penalty Bench				
6.18	Holding				
6.19	Tripping				
6.23	Spearing and Butt-ending				Note that Penalties used on 1st and 2nd offense are not fixed and depend on the degree of violence or harm it may cause.

6.24	Throwing Stick					
6.26	Boarding					
6.27	Elbowing and Kneeing					
6.28	Checking from Behind					
6.29	Charging					
6.30	Roughing					
No	Fouls	Penalty(1st Offense)	Penalty (2nd Offense)	Additional Penalties	Remarks	
6.7	Displacement of Goalpost	Penalty Shot	-	-		
6.8	Abuse of officials and other misconduct	Major Penalty	Misconduct Penalty	Minor Penalty	Note that Penalties used on 1st and 2nd offenses are not fixed and depend on the degree of violence or harm it may cause.	
No	Fouls	Penalty(1st Offense)	Penalty (2nd Offense)	Additional Penalties	Remarks	
6.10	Obscene or Profane Language or Gestures	Game Misconduct Penalty	-	-	-	
6.9	Physical Abuse of Officials		Match Penalty		-	Note that Penalties used on 1st and 2nd offense are not fixed and depend on the degree of violence or harm it may cause.
6.32	Attempt to injure					
6.33	Fighting					
6.34	Deliberate injury to opponents	Match Penalty	-	-		