

**Referee's Directive**  
**Issued by the Committee of Roller Hockey Referees (CRHR)**  
**for observance and implementation by all Referees concerning the**  
**New Rules commencing Season 2009/10**

1. There has been much debate on the subject of Team Fouls. We believe that these fouls are 'set' between an old Yellow Card foul ( although very near ) and a Minor Foul. Most items within the new rules are relatively clear other than the subject of 'Contact fouls'. Under Article 24, chapter 3.1.1 Contact fouls are described as being those that are considered 'intentional'. Since the original issue of the rules in October '08, the revised new rules, issued in June '09, have sought to clarify this issue, as well as many others. It is deemed that a contact foul should be 'intentional' to be considered as a Team Foul. Therefore hitting the shin padding, a hand 'on' the back, without pushing and general, but light physical contact, if made while attempting to win the ball, or effected without intentional and undue force, is acceptable and is not a Team Foul. You must observe this interpretation until further advice is provided.

2. The correct signals for counting the 10 second and subsequent 5 seconds within the defensive area is to be counted with a "horizontal cutting action of one arm" but not to include a vertical raised second arm at the same time (the raised arm in this instance caused confusion with time keepers who believed the Referees were signalling a Team Foul, which they were not)

3. The correct signal for a penalty:- Move directly to the penalty spot and point with one arm outstretched to the spot whilst approaching it (no second arm should be raised)

4. In awarding a direct free hit for the accumulative Team fouls, referees should signal this in the same way as we would have done in previous seasons. On clarification of the 10th or subsequent 5th Team Foul, move straight towards the direct free spot with one arm outstretched, pointing to it.

5. Signalling team fouls: these should not be rushed, the Time Keepers require the time to monitor this and record it. Upon the decision to issue a Team foul the Referee should raise one arm vertically and then (maybe 1 or even 2 second later with one arm remaining in the air) indicate, by pointing with the other arm, in the direction of the offending teams goal (not in the direction of the advancing team) (whilst it is not always possible, a glance to the time keepers, who should acknowledge this signal, could be made)

6. Missed team fouls: (this will be easier in stop clock games, although can be applied to running clock) If the Referee is unsure as to whether his Team Fouls have been noted then, at the first opportunity, approach the Time Keepers and clarify how many fouls have just been signalled

7. Team Fouls are to be indicated when play is in progress (advantage) but when a team foul is blown for (no advantage gained) then this is also to be signalled and recorded.

N.B. However the above instruction may alter very soon, there are observations in Europe, where they have been rolling out the new rules for some time, that when a Team Foul is blown for ( no advantage gained ) then when the free hit is granted no Team Foul is given. The current new rule is considered as giving a Team or player a double fault, which is seen as being unfair. BUT currently, until informed otherwise, continue as the New Rules.

8. Overseeing a penalty or direct free hit:- As there is now no whistle, the referee should be in eyesight of the taker, (this may mean swapping sides of the rink - partner does likewise, upon

request), the second Referee stands by the 'takers' penalty box, ensuring that ALL players are stood within it, including sticks and skates, then raising one arm vertically to indicate to the other Referee that all is ready, the penalty or direct free hit ,supervising Referee should then raise his arm vertically to signal the commencement of the five seconds and count these by a horizontal cutting action of his second arm. Neither the G/K nor the other players must move until the ball is struck.

End of Directive Number 1