



Committee of Roller Hockey Referees

Interpretation of the Rules of Roller Hockey

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Situation	Explanation	Offender	Sanction	Signal
Advantage Play				
A Technical Foul is committed, but the team remains in possession of the ball and its attack is not disrupted or disadvantaged.	Referees must only stop the match to award an Indirect Free Hit if the team does not receive Advantage from allowing play to continue.	Defender	None	Play-On
A Team Foul is committed, but the team remains in possession of the ball and its attack is not disrupted or disadvantaged.	Referees must only stop the match to award an Indirect Free Hit if the team does not receive Advantage from allowing play to continue.	Defender	Team Foul	Play-On Team Fou
A Serious Foul is committed, but the team remains in possession of the ball and its attack is not disrupted or disadvantaged.	Referees may allow Advantage from allowing play to continue to enable a goal to be scored by the disadvantaged team. Promptly following the conclusion of the action, play must be stopped and a Disciplinary Card issued to the offender, and, if a goal was not scored, award a Direct Free Hit or Penalty Shot depending on the location of the incident.	Defender	Blue Card (Disciplinary) or Red Card (Disciplinary)	Play-On Direct Free or Penalty Shot
Blocking				
An attacking player stops behind a defending player, about 1.0 meter away, blocking/obstructing their path.	The Block was executed further than the regulation minimum required distance of 50 cm, so no Foul was committed	None	None	Play-On



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Situation	Explanation	Offender	Sanction	Signal
Charging				
An attacking player with the ball drives into a stationary defender.	The attacker did not maintain the required minimum distance to the stationary player, effectively charging into their opponent and Fouling them.	Attacker	None	Team Fou
Dangerous/Violent Conduct				
A player intercepts a pass in their half and while counterattacking with the ball, one of their skates accidentally gets hooked on an opponent's stick, which, even though their opponent releases their stick, causes them to fall.	Hooking is one of the most dangerous fouls in the sport, with potential to cause serious injury and must be penalised whenever it occurs with a minimum of a Blue Card, even if it appears an unintentional.	Defender	Blue Card (Disciplinary)	Direct Free
A player intercepts a pass in their half and while counter-attacking with the ball, one of their skates accidentally gets hooked on an opponent's stick, which is not released by their opponent, causes them to fall.	Hooking is one of the most dangerous fouls in the sport, with potential to cause serious injury and must be penalised whenever it occurs with a minimum of a Blue Card. If it is intentional or the offender fails to release their stick a Red Card must be issued	Defender	Red Card (Disciplinary)	Direct Free
A player intercepts a pass, in their half and near the barrier, and counterattacks with the ball. While trying to recover the possession, their opponent strikes them on the torso, arm, hand, head or shin pads with their stick.	Challenges to recover the ball must be made at ground level (not at the level of the torso, arms, hands or legs) and offences, intentional or not, must consistently be punished to ensure player safety with a minimum of a Blue Card. If the foul is deliberate or violent a Red Card must be issued.	Defender	Blue Card (Disciplinary)	Direct Free



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Situation	Explanation	Offender	Sanction	Signal
The attacking team possess the ball, outside their opponents Penalty Area and a defender hits an attacking player inside their own Penalty Area.	Striking or hitting another player is never to be tolerated and must be punished with a Red Card.	Defender	Red Card (Disciplinary)	Penalty Sh
Equipment				
A player in possession of the ball in the central circle of the rink loses the back wheels on their skate, trips and loses the ball to an opponent, who prepares to shoot. They then use their stick to take the ball back.	When a player whose equipment is not in proper working condition intervenes in the match, the Referees must interrupt the match to require that they leave the rink.	Defender	None	Team Fou
Goalkeepers				
A goalkeeper defends a shot, but the ball bounces to an attacking player, that is ready to shoot again, and the goalkeeper prevents this by throwing themselves on top of the ball.	The goalkeeper must attempt to save the ball and is not permitted to deliberately cover the ball.	Defending Goalkeeper	None	Penalty Sh
A goalkeeper leaves the Penalty Area, skating normally and plays the ball with their stick. They then slip and fall, grasping the ball with one of their gloves to prevent an opponent gaining possession.	A Goalkeeper outside of their Penalty Area committing a foul involving their protective equipment must be penalized with at least a Blue Card and Direct Free Hit.	Offending Goalkeeper	Blue Card (Disciplinary)	Direct Free
A Goalkeeper moves and saves a shot. In doing so falls to the floor and in recovering their position drops their stick. The attacking team regains the ball and a player deliberately hits the ball into the goalkeeper.	The attacking player broke the rules by renouncing the chance to score a goal and then unsportingly attempted to have a player sent off, with resulting penalty Shot.	Attacker	None	Team Fou



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



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Situation	Explanation	Offender	Sanction	Signal
Kicking the Ball				
A player is skating forward in attack, maintaining line and direction and a pass hits them on the foot and deflects forward, without the player making any action to direct the ball.	The player has made no action to direct or control the ball and has committed no foul	None	None	Play On
A player is skating forward in attack, maintaining line and direction and a pass hits them on the foot and deflects forward, but they moved their foot/leg to direct the ball.	The player has committed a foul by attempting to control the direction of the ball	Attacker	None	Team Fou
Passive/Anti-Play				
A Player taking the Hit-Off plays the ball back into their Defensive Zone. The team maintains continuous possession, though harried by their opponent, but does not move the ball into the Attacking Zone within 5 seconds.	The team took the ball into their Defensive Zone and as such has 5 seconds, counted from the moment the ball passes the halfway line, to get it into the Attacking Zone. An Indirect Free Hit must be awarded against them, taken from the top corner of their Penalty Area	Attacker	None	Indirect Fre Hit
Having received a Warning, both teams continue to practice Passive Play.	The practice of Passive Play should not be sanctioned when practised by a team that is in "Power Play" or when there is a very big difference in the number of goals scored relative to the other team. At all other times it must be sanctioned.	Both Captains	Blue Card (Technical)	Face Off



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Situation	Explanation	Offender	Sanction	Signal
Penalty Shots & Direct Free Hits				
On executing a Penalty Shot the ball enters the goal cage after hitting: - Any part of the goal cage - The goalkeeper - The goalkeeper, after hitting the Barrier	The goal is valid as it directly resulted from a shot that was correctly made in accordance with the rules.	None	None	Goal
A Penalty Shot executed as the last action of the match or to untie a match enters the goal cage after hitting: The goalkeeper, after hitting the Barrier	The goal is invalid as the deflection off the barrier is considered to be an additional action that took place after the time for the shot had concluded.	Attacker	None	No Goal



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Situation	Explanation	Offender	Sanction	Signal
Player & Team Sanctions				
Issuing a Card	The Referee that signalled the offence shall be responsible for issuing the card, ensuring compliance and restarting the match. The process below must be followed when a Referee issues a Card: 2. Require the player to come to the Referee, placing themselves approximately 1 metre away, allowing no other Player closer than 3 metres 3. If the offender is in the Technical Area, they shall be required to stand, with the Referee moving to them 4. The Referee must calmly, firmly and briefly tell the recipient of the Card of the offence they committed and require them to indicate they understand (just a nod is fine). It is not a discussion. 5. Players that remonstrate, must be considered to be exhibiting Bad Behaviour and penalised accordingly 6. The Referee will, looking at the offender, issue the Card in their hand by extending their arm directly upward, then turn to show the Timekeeper and indicate the player number. 7. The Referee restarts the match only after the recipient has left the Rink and entered the Disciplinary Area.			



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Situation	Explanation	Offender	Sanction	Signal
Two (2) defending players from the same team are issued Blue Cards (Disciplinary) at the same stoppage in play.	Power-Play penalty time is counted from the moment the sanction is applied and does not aggregate for simultaneous offences, so the maximum time is 2 minutes. However, if the penalised team suffers a goal, only one other player is allowed back in the rink per goal. Suspended players can only get back in the match after completing their full suspension time penalty. Note: The Disciplinary cards are issued a in “stoppage” which is why there is not a Direct Free Hit.	Defenders	Blue Card (Disciplinary)	Restart
With a player already expelled from the match with a Red Card (Disciplinary), with 1 minute of the Power-Play elapsed, an Assistant Coach is to be expelled for Bad behaviour toward a Match Official.	Team officials, other than the Coach, may only be issued Red Cards (Blue is not an option) for offenses, following a warning or repeated/significant offense. Upon receipt of the Red Card, a player must be removed from the Rink for the duration of the associated Power Play and the Assistant Coach leaves the Rink, leaving 2 players and the goalkeeper on the floor.	Team Official	Red Card (Technical)	Restart
A player having been issued a Blue Card (Disciplinary), refuses to sit in the chair placed next to the Official Table, on the same side as their Reserve Bench, and does not remain seated. They had previously been warned by the referee			Red Card (Technical)	Restart



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Situation	Explanation	Offender	Sanction	Signal
Power Play				
Two (2) players, one from each team, are suspended or expelled at the same time/stoppage in the match.	When two (2) players, one from each team, are suspended or expelled at the same time, Power Play will not be applied. Both players must still serve suspension from the match in accordance with the Card issued to them.	Both		Restart
Referees				
Senior Referee	The first referee mentioned on the CRHR Referee Allocation.			
Absence/replacement of Referee	Another accredited referee may replace an absent or injured referee by the mutual agreement of Team Delegates. The team Delegates must select the most senior accredited referee available and if unable to agree upon a replacement, the Away team Delegate selection shall prevail. No match shall be started or resumed if a participant or spectator has attacked a referee.			



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Situation	Explanation	Offender	Sanction	Signal
Coordination & Positioning	Referees must ensure that they are constantly in a position to observe the entire rink and ensure all players are within one or both their views. The Referees must regularly alternate ends, so they are covering the entire floor. To achieve this, they should move to control Indirect Free Hits and Face-Offs on their side of the rink, with the other referee moving to take their former position and/or signal to the other Referee to change ends when a period of 5 minutes with out without changing ends is exceeded			
Positioning - General Play	Each Referee must maintain consistent visual contact with the other and position themselves so as to be moving to locate themselves as follows: 1. Behind the Goal line of the Goal under attack, so as to be able to clearly observe if the ball crosses the line. 2. The match actions of the team with the ball, so as to be behind the furthest player from the goal under attack, to observe 3. The match actions of the team without the ball, paying special attention to the interactions between players and blocking/unblocking, counting the possession time of the team with the ball			



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Situation	Explanation	Offender	Sanction	Signal
Simultaneous Whistles	Should both referees whistle simultaneously the Referee closest to the incident signals their decision first. If the other Referee seriously disagrees, they must request a “conference” of opinions with their colleague to confirm or correct the initial decision. Should they continue to disagree, the Senior Referee shall determine the decision.			
Counting - 5 & 10 Second Anti-Play	Referees will only signal the last 5 seconds of Anti-Play counts, as it allows participants to recognise immediate action is required.			
Officials - Talking to Players & Team Official's	Match Officials should only talk when necessary to ensure understanding and correction of behaviour. It must be calm, clear and concise. It is a direction and not a discussion.			
Starting/Finishing a match				
The Coin Toss	The Senior Referee will preside over the Coin Toss and during the Warm Up, will with the other Referee 1. Locate themselves on the Halfway Line, by the Timekeepers Table 2. Call both team Captains to them 3. Invite the Away Team to choose			
A player does not have a unique number between 1 and 99 on their uniform shirt	The Player may not participate in the match until they are in compliance.		Disallow participation till compliant	



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Situation	Explanation	Offender	Sanction	Signal
Starting the Period and restarting after goal	The Referee to signal the start of the match must position themselves in the Defensive Zone of the team taking the stroke, approximately 5m behind the Halfway Line. 1. The other Referee must position themselves on the opposite side of the floor to the other referee and in line with the Goal line of the Attacking Zone. After ensuring that Goalkeepers, Timekeeper and other Referee are ready to commence, by a return thumbs up gesture, the Referee whistles the start 2. The match may only recommence when all participants are ready.			
End of Period/Match Signal	The Referees must signal the end of the match by sounding their whistle three (3) times. Immediately following, unless circumstances require otherwise, the Referees must take position near the Official Table until all the players have left the rink and the Captains and they sign the Match Sheet. Referees should always avoid any type of dialogue, discussion or confrontation with the Coaches, Delegates, Players or Spectators.			
Terminology				
Attacking Zone	Opponents' Half of the Rink			
Defensive Zone	Defending Team's Half of the Rink			



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Situation	Explanation	Offender	Sanction	Signal
Power Play	Power-Play penalty time is • Blue Card – 2 min • Red Card – 4 min It is counted for each player individually from the moment the sanction is applied. If the penalised team suffers a goal, one (1) player is allowed back in the rink per goal, if more than one (1) is in the Disciplinary Area. Suspended players must still complete their full suspension time penalty before being allowed to re-enter the match, sitting in one of the chairs placed next to the Official Table			
Unacceptable Behaviour				
Any swearing, abuse or aggressive words, gestures or behaviour toward or in criticism of a Match Official	Any player or team official that demonstrates unacceptable behaviour toward any Match Official or in response to their actions/decisions must immediately be sanctioned, with no incident ignored. If the referee determines the incident to be more than a momentary outburst they must issue a direct Blue card, even if no warning was previously issued. Any similar repeated offence following the issue of a Blue Card must be sanctioned with a Red Card. Any Major offence must be sanctioned with a direct Red Card.			



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Situation	Explanation	Offender	Sanction	Signal
A Referee issues a player a Blue Card (Disciplinary) and when readying players for the Direct Free Hit, a Delegate from the offending team complains at the decision, raising their arms and protests loudly.	As the match was stopped when the Delegate protested, there is no additional Direct Free Hit. The removal of a player is required		Red Card (Technical)	
A Delegate from one of the teams reacts to a Referee's decision and behaves improperly on the Bench, so the Assistant Referee asks them to stop. The Delegate reacts with improper behaviour toward the Assistant Referee.	The Assistant Referee, at the next stoppage in play, uses the sound signal to call the Referee and then inform them. Bad behaviour toward Match Officials from any player or team official must be sanctioned. If the offender is not identified, the Coach must be issued with a Blue Card.	Delegate	Red Card (Technical)	
A player on the Reserve Bench, behind the Referee, reacts to a decision with insolent behaviour, using offensive words towards the Referee. Neither Referee, nor Assistant Referee, can identify the specific player.	The Coach of the offending team must be required to identify the offender. If they do not, the coach is to be issued with a blue card	Player nominated by Coach	Blue Card (Disciplinary)	
Unsporting Conduct				
A defending player slips and falls while defending inside their Penalty Area, and an attacking player deliberately hits the ball against the fallen player.	Trying to fool the Referees into giving a Penalty Shot is unsporting behaviour and against the rules. The defending player did not take any action to play the ball on the floor so they should not be punished. Had the attacker made a genuine attempt to score and accidentally hit the defender with the ball, then it would be a Penalty Shot and Blue Card against the defender	Attacker		Team Fou