

Rule 1. The Playing Field

1.1 Dimensions of the Playing Field

The playing field is made of ice. The length of the ice rink must be at least 45 meters and no more than 60 meters. The width must be at least 26 meters and no more than 35 meters. The playing field lies between the two end lines, which also serve as the goal lines. The two end lines are located 3.5 meters from the back edge of the ice. The field is marked with clear, unbroken lines, consisting of a centreline (red), two end/goal lines, and two "offside lines" (blue). Additionally, there are four face-off spots on the field, each within a circle with a diameter of 4.5 meters. The field is divided into three sections between the two end lines. The area between the end line and the back edge of the ice is not part of the playing field.

1.2 The Boarding

The playing field must have low boarding along both long sides, referred to as "Short Bandy boarding." The Short Bandy boarding must have a height between 15 cm and 17 cm, with a maximum width of 4 cm.

Short Bandy Boarding

In Short Bandy, only Short Bandy boarding (yellow boarding) is used. This boarding can be made of wood, plastic, aluminium, or other approved materials.

If a ball is played over the Short Bandy boarding, it is considered out of play. The opposing team will resume play from the spot where the ball left the field.

Ice Hockey Boarding

In short bandy the playing field can be surrounded by ice hockey boarding. Actively using the ice hockey boarding during play is not allowed.

1.3 Penalty Area

The penalty area extends from an imaginary line over the face-off spots to the end line. The goalkeeper is allowed to move freely within the entire penalty area and may catch or redirect the ball.

1.4 The Goal

The goal must have the following dimensions: a height of 210 cm, a width of 250 cm, and a depth of at least 60 cm. The goalposts are placed on the end/goal line. Suitable nets must be installed on the goal to prevent the ball from entering through any side other than the front. The width of the goalposts may not exceed 4 cm.

Rule 2. Equipment

2.1 The Ball

The ball must be made of approved material in a highly visible colour. When dropped from a height of 1.5 meters onto solid ice, the ball's bounce must be consistent, between 15 cm and 30 cm. The ball must be round, with a diameter of 63 mm (+/- 2 mm), and weigh between 60 grams and 65 grams.

2.2 The Stick

Sticks may not exceed 130 cm in length, measured along the outer curve of the stick. The blade's maximum thickness is 1.2 cm. The blade must have a minimum width of 5.3 cm and a maximum width of 7.0 cm, including wrapping. The blade radius may not exceed 57.5 cm. The blade must not be straight at any point, and the maximum radius is therefore 57.5 cm. The tip of the blade must be at least 5.3 cm wide within 1.0 cm of the blade's end.

2.3 Player Equipment

Helmet

All players and referees must wear an approved helmet (FIB-certified and CE-marked) when participating in a match. Helmets may only be removed outside match times and off the ice. All players are required to wear approved mouthguards unless they use a full-face mask. Bench personnel, coaches, and team staff are excluded.

Helmet types:

- Helmet without protection
- Helmet with half visor
- Helmet with full-face mask
- Helmet with hybrid mask

Face Protection

- Mask: Players under 18 are required to wear a full-face mask. Players aged 18 and older must wear a half visor and a mouthguard.
- Mouthguard: Any player without a mask must wear a CE-approved chin guard or mouthpiece. A dentist-molded mouthguard is recommended.

Neck Protection

All players and goalkeepers are required to wear approved neck protection.

Player Protective Equipment

All players must wear the following protective equipment:

- Shin guards/leg guards
- Elbow pads
- Inner shorts (with or without a cup)

All protective equipment must be free of protruding or sharp edges and must always be worn under clothing.

Skates

All players and referees must wear bandy or ice hockey skates when participating in a match. Skates must not have sharp or protruding points that could cause injury or damage. To prevent injuries, the front and back edges of skate blades must be rounded to a minimum radius of 5 mm. Skate blades must have a minimum thickness of 2.9 mm and must provide sufficient protection and support.

2.4 Goalkeeper Equipment

The goalkeeper's uniform must clearly differ in colour from that of the field players. The goalkeeper's equipment must solely provide body protection and must not include elements designed to cover the goal (icehockey goalie vests are not allowed).

Gloves

The goalkeeper uses two gloves and does not use a stick. The gloves must have five separate fingers. The thumb and index finger may be connected, but the connection must be cleanly cut to ensure the glove's dimensions match the provided diagram and fit within the size template.

The gloves may include protective materials such as foam or similar, but only on the fingers and inside the glove. The maximum width for the thumb's protection is 290 mm, and for the other four fingers, it is 240 mm. The internal protection must not exceed 280 mm in length. The contour around the fingers and hand must not exceed 1 cm.

Leg Guards

The leg guards must comply with FIB EC regulations. The maximum dimensions are 80 cm in height and 30.5 cm in width.

Face Protection

Goalkeepers must wear a helmet with full-face protection. The face protection must comply with FIB EC regulations, and modifications are prohibited. The blade of a stick (6 x 53 mm) must not be able to pass through the face protection.

No Stick

Goalkeepers do not use a stick.

Skates, laces, and tape must be a different colour than the ball.

2.5 Equipment Inspection

Match officials will inspect balls, sticks, and other equipment before and during the match to ensure compliance with the rules. It is the responsibility of the match organizer to provide at least 10 balls. Skates, laces, sticks, and tape must differ in colour from the ball.

Team Captains

Before the match begins, team captains must confirm that all team equipment complies with the rules and that players are using protective gear in accordance with Chapter 2 regulations. The team captain is responsible for the team in this regard.

Player Exclusion

Match officials may exclude a player from the match if their equipment does not comply with the rules. If a player's equipment is found non-compliant during the match, the player will receive a 2-minute penalty. The game will resume with a free hit for the opposing team.

Repairing Equipment

Players may not actively participate in the match if their equipment is non-compliant.

They will be allowed to repair it. Before rejoining the game, the adjustments must be approved by the match officials, which will occur during a stoppage in play.

Loss of Equipment

A player who loses parts of their equipment (helmet, face mask, mouthguard, etc.) during the match must immediately pick up the lost equipment and leave the ice. Violating this rule will result in a free stroke for the opposing team and a 2-minute penalty.

Delays Due to Faulty Equipment

Match officials will act firmly against players who intentionally disrupt play by using non-compliant equipment. Such players will receive a 2-minute penalty.

2.6 Ball Stuck in Skates or Equipment

If the ball becomes stuck in a player's skates or equipment during the match, play will be stopped to resolve the issue. The game will resume with a referee's ball/bully.

Rule 3. Game Rules

3.1 Match Officials

Each match is overseen by a team of officials, consisting of one or two referees and two bench staff members. The referees share primary responsibility for the match, while the bench staff are tasked with keeping track of goals, match time, penalty times, and the penalty box.

3.2 Match Participants

Number of Players

Each team consists of 5 players, including one goalkeeper (4+1). Teams with fewer than 4 players (3+1) are not permitted to participate. Teams can have a maximum of 10 field players and 2 goalkeepers. Each team must field no fewer than 4 players and no more than 12 players.

Player Roster

At least 10 minutes before the match begins, the team captain must submit a roster with the names of the team players to the match officials. Players can be added to the roster up until the start of the second half. The roster should include all individuals present on the bench during the match, including players, coaches, and team staff. Anyone not listed on the roster, such as gatekeepers, is not permitted on the bench.

Substitute Players

Each team has the right to use substitute players (including a substitute goalkeeper). If the goalkeeper is injured, they must be replaced by a field player.

3.3 The Team Captain

Each team has one captain, who is required to wear an armband on their left arm. The team captain, in addition to their role as a player or goalkeeper, is responsible for their team, the player roster, and the players' equipment.

3.4 Player Substitutions During the Match

Players can be substituted an unlimited number of times and at any point during the match. Substitutions are made by swapping a field player with a player on the bench. Substitutions are only permitted during active play, except in cases such as penalty shots, injuries, or after a goal is scored.

If a player is injured, they can be substituted, pausing the match if necessary. An injured player who has not been replaced may rejoin the match at any time. The same applies to players who leave the field to adjust their equipment.

3.5 Too Many Players on the Field

If a team has more than 4 field players and 1 goalkeeper on the field at the same time, this is considered a "too-many-men" situation. The offending team will receive a 2-minute penalty, and the opposing team will be awarded a free hit.

3.6 Penalizing a Player

When a player commits a foul, they must, on the referees' instruction, take a seat in the penalty box.

3.7 Reentry of Penalized Players

Players serving a time penalty may reenter the field with the referees' permission after their penalty time has expired, without stopping the match. A penalized player cannot be replaced during their penalty time. If the opposing team scores (unless it is an own goal), the team may restore their number of players on the field.

A penalized player must serve their full penalty time and may not reenter the field until the penalty is over (personal penalty). A player cannot be substituted if both teams have the same number of players in the penalty box at the same time.

If a player receives a personal penalty, they cannot return to the field until the penalty is over and the team has 4 players on the field. If the opposing team scores while a player is in the penalty box, the time penalty will be converted into a personal penalty, and the player may be replaced by someone from the bench.

A player penalized for the remainder of the match cannot return to the match. If a penalty shot is awarded and the opposing team scores, the offending team continues with their full number of field players, but the penalized player must serve the entire 2-minute personal penalty.

If a team begins the match with fewer players due to late arrivals, they may start with the available players, even if some are listed as substitutes on the roster. Additional players may be added during regular breaks (up to a maximum of 12 players). However, during overtime, no added players may participate, except during a penalty shootout.

3.8 Delayed Penalty (Two or More Simultaneous Penalties)

If a team receives a second penalty, a second player must take a seat in the penalty box. The offending team must always have at least 3 players, including the goalkeeper, on the field. The delayed penalty starts once the first penalty time has expired.

3.9 Team With Fewer Than 4 Players

If a team has 4 or more players available at the start of the match, the match must begin unless there are special reasons to delay it.

If a team has fewer than 3 players (including the goalkeeper), the referees may give the team a reasonable amount of time (20 minutes) to gather at least 4 players. If the team fails to do so, the match will be canceled, and the team with insufficient players will forfeit the match.

3.10 Replacement Players

If unforeseen circumstances prevent a team from fielding at least 4 players for a match, the team may request permission from the match officials to use replacement players. If permission is granted, the replacement players must come from a lower competition class.

3.11 Team With Less Than Half the Number of Players as the Opponent

If a team has so many players injured or penalized for the remainder of the match that it has fewer than half the number of players as the opponent, the match officials may stop the match. Players serving temporary penalties are still considered available players for this rule.

Rule 4. Playing Time

4.1 Regular Playing Time

A regular match consists of 2 x 25 minutes of playing time. The competition or tournament management may decide to extend or shorten this duration.

4.2 Timeout

Each team may request one 30-second timeout per match, during which the playing time is paused. Only the team captain and the coach have the right to request a timeout. The timeout is taken at the next stoppage of play.

4.3 Addition of Time

Any stoppage of the match caused by a player's injury, a timeout, or any other reason that interrupts play will be added at the end of the match or the end of the first half. The added time is recorded and communicated by the bench official.

4.4 Last Shot

The match officials may grant a team a free shot at the end of regular or added time. This is called the "last shot." The free shot must go directly into the goal in a single attempt to be considered a valid goal. This rule also applies to a corner, face-off, or penalty shot. In the case of a corner, two touches are allowed.

Rule 5. Rights and Duties of Field Players

5.1 Obstruction

A field player is not allowed to throw themselves onto the ice to block the ball or obstruct an opponent. Players who deliberately throw themselves onto the ice to stop an opponent will be penalized (2 minutes) and a free shot will be awarded to the opposing team.

5.2 Playing While Lying Down

A player lying on the ice is not allowed to participate in the game. However, a player may play the ball if they have at least one skate blade on the ice.

5.3 Players in a Kneeling Position

A player who is in a kneeling position with both knees on the ice is considered "out of play" and may not touch the ball. It is not allowed to play the ball with one knee and one hand on the ice simultaneously.

5.4 Broken Stick

If a player's stick breaks, they must not pick it up but instead skate to the players' bench. A player with a broken stick is not allowed to participate in the game until they have a new stick. If this rule is violated, the player will receive a 2-minute penalty. It is also not allowed to throw a new stick from the players' bench to a player on the ice. Violating this rule results in a 2-minute penalty for the team. The referee will remove the broken stick during a stoppage in play.

5.5 Playing Without a Stick

Field players who interfere with or participate in the game without a stick or with part of a broken stick will receive a 2-minute penalty.

5.6 Players Who Incidentally Touch the Ice

Players who incidentally and unintentionally touch the ice with their hand or knee are allowed to continue playing.

5.7 Throwing Objects

Throwing any object, such as a ball or stick, at other players is prohibited and will be penalized (2 minutes).

Rule 6. Rights and Duties of Goalkeepers

6.1 Penalty Area

The goalkeeper may throw themselves onto the ice within the penalty area to stop the ball.

6.2 Use of Hands

The goalkeeper has the right to play, stop, redirect, or catch the ball with their hands within the penalty area. A goalkeeper may hold the ball for a maximum of 5 seconds.

6.3 Goalkeeper Without a Stick

The two goalkeepers are the only players who must participate in the match without a stick. It is not allowed for a goalkeeper to use a stick during the match.

6.4 Inside the Penalty Area

The goalkeeper may move freely within the penalty area and hold the ball with one or both hands. The goalkeeper may not hold the ball for longer than 5 seconds. If a teammate passes the ball back to their own goalkeeper, the goalkeeper may only play the ball with their skates or body (the same rules apply as outside the penalty area).

6.5 Outside the Penalty Area

Outside the penalty area, the goalkeeper may stop or redirect the ball using their body or skates. The goalkeeper may not use their hands or arms to stop, hold, hit, or redirect the ball outside the penalty area.

The goalkeeper may not leave the playing field during the game and may not be replaced by a field player (commonly known as a power play).

Rule 7. Playing the Ball

7.1 Playing with the Stick

A player may hit, stop, direct, or carry the ball with the stick, as long as the tip of the stick is not raised higher than the player's shoulder height when standing upright.

7.2 Playing with the Body

A player may redirect the ball with their body or skates while standing on the ice. It is not allowed to change the ball's direction using the hand, arm, or head. A player may jump off the ice to stop, hit, or pass the ball to another player, but only if this does not endanger other players.

Players who play the ball to themselves must touch the ball with their stick before playing it again. The same player cannot play the ball twice in succession without using the stick.

7.3 Stopping the Ball with the Hand, High Stick, or Head

Players may not stop the ball with their hand, arm, or head. If a player intentionally plays or stops the ball with their stick above shoulder height or with their hand, arm, or head, the game is stopped, and a free shot is awarded to the opposing team. If the ball is illegally stopped in the penalty area, a penalty shot is awarded. The offender receives a 2-minute penalty.

7.4 High Stick

Stopping the ball above shoulder height is strictly prohibited and will be penalized. Shoulder height refers to the player's height when standing upright on their skates.

7.5 Hitting Near Other Players

Even when playing the ball below shoulder height, it must be penalized if it poses a danger to other players. For example, performing a full shot near other players can create a dangerous situation, which will be penalized by the match officials.

Rule 8. Fair Play

8.1 Hitting, Kicking, or Holding an Opponent

It is forbidden to kick, trip, push, or hit an opponent with the hand or stick, or to obstruct them. It is also prohibited to grab or hold an opponent. Throwing the stick at an opponent or at the ball is not allowed. The stick must always be held by the player.

8.2 Obstructing an Opponent's Use of Their Stick

It is not allowed to hit, lift, press down, or hold an opponent's stick or otherwise prevent them from using it.

8.3 Violent Play

Any form of violent, dangerous, or unfair play is prohibited.

8.4 Obstructing an Opponent Who Is Not Playing the Ball

It is not allowed to obstruct an opponent who is not playing the ball.

8.5 Acceptable Body Contact with an Opponent

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

8.6 Hitting an Opponent with the Stick

Situation with the Ball Within Reach

If a player attempts to hit an opponent with their stick but does not make contact, a 2-

or 4-minute penalty will be given. If this occurs within the penalty area, no penalty shot will be awarded, only a free shot.

Situation with the Ball Out of Reach

If a player attempts to hit an opponent with their stick but does not make contact, a 2- or 4-minute penalty will be given, and a free shot will be awarded. If this occurs within the penalty area, a penalty shot will be awarded.

If a player hits an opponent with their stick and makes contact, the player will receive an immediate match penalty. A free shot will be awarded. If the situation occurs in the penalty area, a penalty shot will be awarded.

8.7 Unacceptable Contact with an Opponent

Unacceptable behaviour towards opponents will be penalized, particularly when involving hitting an opponent with the stick.

Unacceptable behavior includes:

- Verbal violence (swearing and taunting)
- Physical violence (hitting, kicking, bodily harm)
- Intimidating behavior

8.8 Shadowing an Opponent

It is not allowed to deliberately shadow a player when your own team has possession of the ball. If a player intentionally shadows an opponent, the match officials will award a free shot to the opposing team. If a player repeatedly shadows one or more opponents, the match officials may issue a 2-minute penalty. Shadowing is only allowed when your own team does not have possession of the ball.

8.9 Penalty for Rule Violations

If one or more of the above rules are violated and a scoring opportunity is hindered as a result, a free shot must be awarded, or a penalty shot if the violation occurs within the defending team's penalty area.

Rule 9. Goals

9.1 Scoring Goals

Objective of the Match

The objective of the game is to score goals, and the team that scores the most goals in the opponent's goal during the match is the winner. If neither team has scored, or if both teams have scored the same number of goals, the match ends in a draw.

A goal is considered valid if the ball is played legally and has completely crossed the goal line between the two goalposts and beneath the crossbar.

9.2 Displaced Goal

If the goal has been moved from its position for any reason, the referee must award a goal if, in their judgment, the ball has crossed the goal line between the post markings and below the crossbar height.

If the goal is moved intentionally to prevent a goal from being scored, the offending player is penalized with a 2-minute penalty, and the opposing team is awarded a penalty shot.

If play needs to be stopped to adjust the goal's position, the game resumes one meter from the goal line.

9.3 Direct Goals

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

If a ball coming from a player's stick deflects off an opponent and then goes into the goal, the goal is valid. If the ball deflects off the skate or body of a teammate and then goes into the goal, the goal is valid unless the teammate actively redirects the ball.

9.4 Disallowed Goals

A goal is invalid if an attacking player intentionally plays the ball into the goal using any part of their body or skates. A ball that enters the goal off a teammate's skate or body is valid unless the teammate actively changes the ball's direction.

If the ball touches the referee and then enters the goal, the goal is disallowed, and a face-off follows.

A goal is not awarded directly from a kick-off. At least one pass must occur before a goal is considered valid.

Rule 10. Bringing the Ball into Play

10.1 Ball Within the Field of Play

The ball must be played within the field, between the two end lines and the boards on either side. If the ball leaves the field of play, it is considered out.

If the ball exits the field via the side boards, play resumes at the point where the ball left the field, with a free stroke awarded to the team that did not play the ball out.

10.2 Goal Throw

If the ball crosses the end line and the last player to touch the ball was from the attacking team, the ball is put back into play by the defending goalkeeper with a goal throw.

10.3 Corner Stroke

If the ball crosses the end line and the last player to touch it was from the defending team, a corner stroke is awarded to the attacking team. (The referee blows the whistle and signals with their arm toward the corner.)

Note:

A second corner can only be awarded if the ball has been touched by the defending team and has left the penalty area.

If a shot after a corner strike deflects off a defending player (including the goalkeeper) and goes out over the end line, play resumes with a goal throw.

If a defending player deliberately plays the ball over the end line, another corner stroke is awarded.

Rule 11. Corner Stroke

The corner stroke is taken from the corner of the field, from an imaginary corner circle where the board and the end line meet. The corner circle has a diameter of 1 meter. The ball is put into play upon the signal from the match officials.

When the corner stroke is taken, all players of the defending team must have both skates behind the end line (except for the goalkeeper).

All attacking players must be behind the blue line, except for the field player taking the corner.

It is not allowed to fake a corner stroke.

If an improper corner stroke is executed, the player is warned with a yellow card. If repeated, the player is penalized with a 2-minute penalty.

Note:

If defending players move within the penalty area before the ball is played, play continues. If the attacking team scores, the goal is valid.

If no goal is scored from the situation, play is stopped, and the defending team receives a yellow card, and the corner is retaken.

If the offense is repeated, the captain of the defending team must designate a player to serve a 2-minute penalty, and the corner is retaken.

If an attacking player crosses the blue line before the corner stroke is taken, the defending team is awarded a free stroke from the spot where the infringement occurred.

After the corner stroke is taken, shooting at the goal is allowed whenever possible (waiting before the ball crosses the blue line is not needed).

Rule 12. Offside

To clarify: When discussing an offside situation, we refer to two different zones:

Zone A

For the attacking team, this is the area up to the first blue line.

Zone B

For the attacking team, this is the area beyond the second blue line.

A player is considered offside when an attacking player from Zone A directly plays a ball into Zone B. The attacking player must first leave Zone A before making a direct pass into Zone B.

In an offside situation, the critical position is determined by the player's skates rather than the ball.

The defending team is awarded a free stroke, which is taken from the spot where the offside player was positioned.

Rule 13. Obstructing the Goalkeeper

13.1 Penalty Area

An attacking player may not remain in the penalty area longer than necessary.

An attacking player may not actively obstruct the goalkeeper's view. If this happens, the offense will be penalized with a free stroke for the defending team.

If the goalkeeper stops and catches the ball, attacking players must leave the penalty area. If they do not exit the penalty area and delay play, the team will receive a warning. If this offense is repeated, a player from the attacking team will receive a 2-minute penalty.

Rule 14. Free Stroke

14.1 Free Stroke

When a free stroke is awarded against the defending team inside the penalty area, the ball is placed on the nearest face-off spot. The exception is when the ball leaves the field of play. In that case, the free stroke is taken from the spot where the ball exited the playing area.

All free strokes are taken from a stopped game situation, either at the referee's signal or at the face-off spot.

If the ball touches lights, the ceiling, the net behind the goal, etc., or if the ball changes direction unnaturally, a free stroke is awarded to the opposing team.

When the referee signals for a free stroke, the attacking player has 5 seconds to play the ball.

When a free stroke is taken, the opposing players have 5 seconds to position themselves at least 4.5 meters away from the ball. If a player commits an infraction during this time, they receive a warning. If the 4.5-meter rule is violated again by the same team, the offending player receives a 2-minute penalty.

If a team is awarded a free stroke in the opponent's half during the last seconds of a period, play is extended so that the free stroke can be taken. In overtime, the free stroke must result in a direct shot into the goal to be considered a valid goal. This rule also applies to a corner stroke, face-off, or penalty shot.

14.2 A Free Stroke is Awarded for Violations of the Following Rules:

- Incorrect equipment: stick, skates, or mandatory safety gear;
- Incorrect player substitution;
- Incorrect bully/face-off;
- Goalkeeper violation or improper play by the goalkeeper;
- Incorrect execution of a free stroke;
- Incorrect execution of a penalty shot;
- Incorrect execution of a corner stroke;
- Obstruction of play (rule 5);
- Playing the ball illegally (rule 7);
- Playing against the opponent illegally (rule 8).

For violations inside the defending team's penalty area, a penalty shot is awarded.

14.3 Execution of a Free Stroke

The ball must move at least 20 cm for the free stroke to be considered correctly executed.

The player taking the free stroke may not play the ball again until it has been touched by another player.

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

Rule 15. Penalty Shot

When a penalty shot is awarded, the offending player receives either a 2-minute or 4-minute penalty.

The ball is placed on the penalty spot, which is 11 meters away from the goal, perpendicular to the goal line.

Only the player taking the penalty shot and the defending goalkeeper may be in front of the blue line. All other players must remain behind the blue line.

Once the ball is played, other players may enter the game.

If the ball rebounds off the goalkeeper or the goal, all players may attempt to play the ball and score.

15.1 A Penalty Shot is Awarded for the Following Infractions Inside the Defending Team's Penalty Area (Provided the Game Has Not Already Been Stopped by a Prior Whistle):

- Violent play: If a player behaves violently toward an opponent.
- Illegal play: If a player unlawfully prevents a goal from being scored.
- Deliberately stopping or playing the ball above shoulder height.
- Throwing a stick or another object.
- Kneeling or throwing oneself onto the ice.
- Kicking or stopping the ball with a skate above the ice surface.
- Holding an opponent.
- Dangerous play with a high stick.
- Any infraction inside the penalty area.
- Handling the ball inside the penalty area.

Rule 16. Warnings and Penalties

The referee will penalize players and coaches who break the rules according to the following guidelines.

16.1 Warning (Yellow Card)

The match officials may issue a warning if they believe it benefits the game. A warning is not applicable if the offense warrants a penalty shot.

16.2 2-Minute Penalty

A 2-minute penalty is given for:

- Uncontrolled stick movement near an opponent or player.
- Intentionally striking with the stick within an opponent's reach or striking at an opponent's stick.
- Non-violent but dangerous play against an opponent.
- Hitting the ball after the referee has blown the whistle.
- Obstructing a free stroke (e.g., being too close).
- Shadowing an opponent who is not in possession of the ball and not actively participating in play.
- Obstructing play after having received a prior warning.
- Gaining an advantage from a high-stick situation or by playing the ball with the hand, arm, or raised skate.
- Stopping the ball with a high stick, hand, arm, head, or raised skate.
- Playing without a stick, using a broken stick, or picking up a broken stick.
- Incorrect substitution.

16.3 4-Minute Penalty

A 4-minute penalty is given for:

- A rough or dangerous attack on an opponent, including:
 - Body checking, holding, tripping, or kicking with the skate.
- Inappropriate protests against a referee's decision.
- Throwing a stick or another object at the ball or an opponent.

- Unsportsmanlike behavior toward:
 - Match officials, referees, bench staff, teammates, opponents, or spectators.

16.4 2- and 4-Minute Penalty Given at the Same Time

If a player receives both a 2-minute and a 4-minute penalty at the same time, they must serve the longer penalty (4 minutes).

16.5 Ejection for the Rest of the Match (Match Penalty)

A player who commits two of the same prior offenses must be ejected for the remainder of the match.

16.6 Ejection for the Rest of the Match (Full Match Penalty)

A Full Match Penalty is given if:

- A player brutally attacks another participant, such as by directly hitting or kicking their hands, arms, or body.
- A player loses control of their temper toward referees, officials, players, or spectators.

A player receiving a (Full) Match Penalty must leave the playing field and cannot sit on the players' bench. Another player must serve the penalty in the penalty box.

16.7 Penalty for the Goalkeeper

- If the goalkeeper receives a 2- or 4-minute penalty, they may remain on the ice, but the team must play with one fewer field player.
- If the goalkeeper receives a (Full) Match Penalty, they must leave the field and cannot sit on the players' bench. Another player must serve the penalty in the penalty box.

16.8 Penalties for Coaches, Officials, and Substitutes on the Bench

- Coaches, officials, and substitutes are considered part of the game and can be penalized by the referees.
- If a player on the bench is ejected for the rest of the game, the team receives a 4-minute penalty, meaning one player on the ice must serve the penalty in the penalty box.

Rule 17. Match Officials

17.1 Referee Authority

The authority of the referees is in effect from the moment they enter the field until they leave it. Disrespectful or violent behaviour toward the match officials can result in exclusion from the match or even the competition.

17.2 Two Referees

The match is officiated by one or two referees, both of whom have equal authority.

17.3 Referee Equipment

Referees wear an official (FIB) referee shirt, dark long pants, and skates. They also wear a black helmet.

17.4 Communication

When technology allows, referees use earpieces to communicate with each other during the match.

17.5 Ball Hitting the Referee

If a ball hits the referee after being played with a stick and then goes into the goal, the goal will not be considered valid.

17.6 Match Timing

- Short Bandy uses an unclean clock, meaning the time does not stop unless there is a timeout or a temporary stoppage of the game.
- The referee is responsible for keeping track of the match time but is assisted by two bench officials.

17.7 Free Stroke Outside Regular Playtime

- If a team is awarded a free stroke on the opponent's half in the final seconds of a period, playtime will be extended to allow the free stroke to be taken.
- The free stroke in overtime must be a direct shot into the goal to be considered valid. Rebounds are not allowed.

17.8 Penalty Time

A penalty clock starts running when play resumes after the infraction.

17.9 Right to Deny a Player Participation

- The match officials have the right to prevent a player from participating if they behave inappropriately before the match toward referees, officials, opponents, or other match participants.
- Officials may also deny participation if they believe a player's physical or mental condition is unsuitable for play.
- If a player is denied participation, the team is allowed to replace them with another player.

17.10 Whistling for Infractions

- When a player commits an infraction, the referee will blow the whistle to stop play.

- The referee will blow the whistle again to restart the match when they determine play can continue.