



President: Christian Lindner, Krumpperstr. 2, D-82362 Weilheim ☎ 0049/170 2333233, e-mail: planung.lindner@t-online.de
Vice-President for Sport: Georg Smounig, Erlendorf 125, A-9587 Riegersdorf ☎ 0043/676-82041029, e-mail: gsmounig@gmx.at
Technical Inspection Body: Christian Teubl, Stadionstr. 49, D-93326 Abensberg, ☎ 0049/170 8007440, e-Mail: ifipruefstelle@gmail.com

IMPORTANT INFORMATION about Icestocksport for referees and athletes

(wi-SR - situation as of: 1 October 2022)

1. Important items for orderly referee management:

- referee's jacket or shirt bearing the appropriate identifying patch
- pen and paper
- International Icestock Rules rulebook
- whistle
- tape measure (at least 3.5 m long; a length of 5 m is better)
- protractor/ string
- screwdriver
- suction cup (for winter sliding soles)
- match report
- list of the permitted items of sports equipment
- if possible, the senior referee should bring an IFI testing case.

2. **If an athlete fails to submit his or her player's ID**, the referee must collect CHF 10 (= EUR 10) (International Rules of Play section 124) and must forward the money with the match report to the official in charge of referees, indicating the athlete's name and the name of the club of which he/she is a member. The ID may be submitted later, until the end of the competition. In the case of Championships, the ID must be submitted to the competition manager within a week to be stamped - failure to do so will result in a report being submitted to the competent sports court.

3. Teams with sliding sole racks that do not comply with the rules (maximum measurements, i.e. length x width x height: 450 x 300 x 400 mm, including handle; maximum eight sliding soles) may not use them. Until a replacement has been obtained, the team is only permitted to play with the four sliding soles that are on the stock bodies (International Icestock Rules, Rule 320).

4. Players in a team wearing non-uniform upper body garments may NOT take part in the competition until a uniform replacement has been obtained. Clothing must generally be in an orderly condition (International Icestock Rules, Rule 321)

5. **MATCH REPORTS** are always to be sent immediately, i.e. no later than the day after the match, to the official in charge of referees.

The following entries must be made:

- any injuries of athletes, giving their names, clubs, short description of the nature of the injury and how it occurred.
- any failure to submit athletes' ID, penalties, confiscations of players' ID, information on any abandonment of a match.
- any deficiencies of the sports facilities (playing surface quality, playing field markings, boundaries or cordoning off of the playing fields, sanitary facilities).

6. **The BILLING RATE for Competition Managers and Referees** in accordance with the applicable provisions of the different countries/associations.

7. EVALUTION OF STOCKS

- each stock counts one point
- the highest number of plus points in a turn: 1 + 1 + 1 + 1 = 4 plus points

8. MATCH EVALUATION

The team that wins the game due to its higher stock point score receives winning points. Stock points are plus points minus any penalty points given by the referee.

The following scores are given:

For a game won	=	2:0 points
For a draw	=	1:1 points
For a game lost =		0:2 points

If several teams have the same number of winning points, the following are used to decide their positions:

1. **the DIFFERENCE (= own stock points – opposing team's stock points)**
2. **which team has the higher number of own stock points**
3. **a direct comparison**
4. **drawing lots**

9. All athletes must act in accordance with the **general sporting rules**:
“FAIR PLAY” is the highest rule (International Icestock Rules - Rule 101)
- athletes must not drink alcohol or smoke; they must not take electronic communication devices onto the playing field
- they must not disturb or impede the other players,
- they must wear uniform upper body garments (see item 4 above)
10. If a **team does not come to a game on time** (not one of the last four games), they lose this game and are given a score of 0:6 stock points and 0:2 game points. (International Icestock Rules, Rule 405). Not arriving on time to compete in one of the last four games in a competition is deemed to be premature withdrawal.
11. The **game captain may go back** across the house to his or her team colleagues **for consultation purposes ONCE during each game** (International Icestock Rules, Rule 441).
12. Each team may only **bring one sliding sole rack with eight sliding soles (see item 3 above)**
No additional handles or stocks are allowed.
Exchanging items of sports equipment during a match is prohibited (International Icestock Rules, Rule 403).
In case of substitution on account of injury, one complete stock (stock, handle and one sliding sole) may be replaced.
13. **Splashes of colour and discontinuous lines** will not be taken into account. In case of double markings, the outer edge counts. If the target houses are marked in a different colour to the rest of the playing field, marking may be omitted. If target houses are marked in a different colour on lanes on paving stones, the gap between paving stones is not counted as being part of the house
14. **A stock that has fallen over** is valid if part of it touches the target house. It is then placed so that the shortest distance from the puck is maintained (projection). A stock lying on top of the puck or other stocks is to be placed so that the whole of its sliding sole is on the playing surface. This is to be done in such a way as to maintain the same distance as before to the puck and to any other stocks (note on International Icestock Rules, Rule 437).
15. If the **puck has temporarily left the target house and then reached it again, the puck is to stay in its stationary final position.** Only applicable if no neighbouring playing field or obstacle was touched (note on International Icestock Rules, Rule 426).
If the puck is on its narrow side in the target house, it is to be turned onto the side appropriate for the surface in use and only then measured (International Icestock Rules, Rule 427).
If the puck is on top of one or more stocks, it is to remain in its position (Rule 427).
16. **In the case of a stock, it is the final stationary position that counts.**
Exception: A stock that touched a neighbouring playing field or reached the imaginary lines between the starting house and the target house (of the neighbouring playing fields).
17. **Change in the position of stocks and puck** (International Icestock Rules, Rule 430)
If a player changes the position of a stock or disrupts its course in the target house or changes the position of a puck lying or moving on the side appropriate for the surface in use, the team of the player causing this disruption or change must remove its stocks from the target house. The opposing team completes the turn on its own. If the stock of the opposing team was stopped, the try may also be repeated.
Exception: if this happens during MEASUREMENT, the person causing the change/disruption loses any further comparison.

18. Premature termination of a turn:

a) Termination by both team captains following determination of the results:

- the determined result is recorded in writing
- in principle, all tries must be performed; for each try not performed, the team concerned is given a penalty point (International Icestock Rules 402 + 801 h). Does not apply to Rules 424 and R 430.

b) Only a team captain may change the position of the puck or stocks: → see **item 17 above**.

19. If two stocks that are to be measured are equidistant from the puck, neither of them counts.

- At the end of the turn, both teams record a score of 0.
- During the match, the team that did not reach the best position must play again.

20. If an athlete starts a game without having been authorised, the turn is invalid (stock is removed from the target house) and may not be repeated.

21. Items of sports equipment may be used only once during a turn (International Icestock Rules, Rule 435c).

22. If a stock body is not marked with an identifying letter (M-L-P), or is marked with an incorrect letter, one point is to be deducted from the team's score (International Icestock Rules 311 + 802b).

23. If a sliding sole is used that does not bear an IFI sliding sole seal (negative profile & sliding sole no. 16), one game point is deducted (note on Rule 308 and Rule 802 a).

24. If sports equipment is used which is not authorised or is no longer authorised, the team concerned is disqualified:

a) Sliding soles no. 10 (white) and no. 9 (bright red, negative) may also be used on ice surfaces without a roof (International Icestock Rules, Rule 308).

b) Sports equipment that is not included in the lists of authorised sports equipment.

Exception: Sliding sole no.10 (white) that has a supported outer edge and does not have an IFI registration number may be used.

c) All winter sliding soles with a rim right to the edge are generally prohibited.

25. Friction disc:

A handle without the requisite green friction disc is an item of sports equipment that is against the rules. If a handle is found to have an invalid friction disc, i.e. a green friction disc without "IFE-gerecht" printed on it, or a disc of another colour, it is against the rules.

A team using such a disc is given two penalty points under International Icestock Rules 305 and 803b.

26. In final games, game penalty points are converted into penalty points as follows:

- 1 game point deduction is converted into five penalty points
- 2 game point deductions are converted into ten penalty points

27. International Icestock Rules 483 and 484 have been deleted without replacement. If the target house is not reached, or if stocks go past the target house although one is in the best position in relation to the puck and the opponent has already played all their stocks, **minus points** are no longer given. The try itself must be made, however (see International Icestock Rules, Rule 402).

***Every intervention by the referee must be made on the basis of the principle of fair play
(International Icestock Rules, Rule 101)***