

## Internationale Foederation Eisstocksport (IFE)

### Official Rule Book

#### International Ice-Stock Rules (IER) International Rules of Play (IspO)

#### General remarks

In winter, ice-stock is played on ice and in summer it may be played on various summer sports surfaces. In winter, artificial ice facilities with “grooved ice” are used. The IFE guidelines describes how to produce this special kind of ice. Ice-stock is also played on natural ice. In summer, the sports surface may consist of following materials: Asphalt (preferred), hard material or thermoplastic material.

#### Playing field

The available surface of the ice in ice rinks shall constitute the playing field. In the case of natural ice and summer sports rinks, the length of a house shall be at least 30 m, including safety distances. In rinks which have barriers, these shall be part of the playing field.

#### Foot mark:

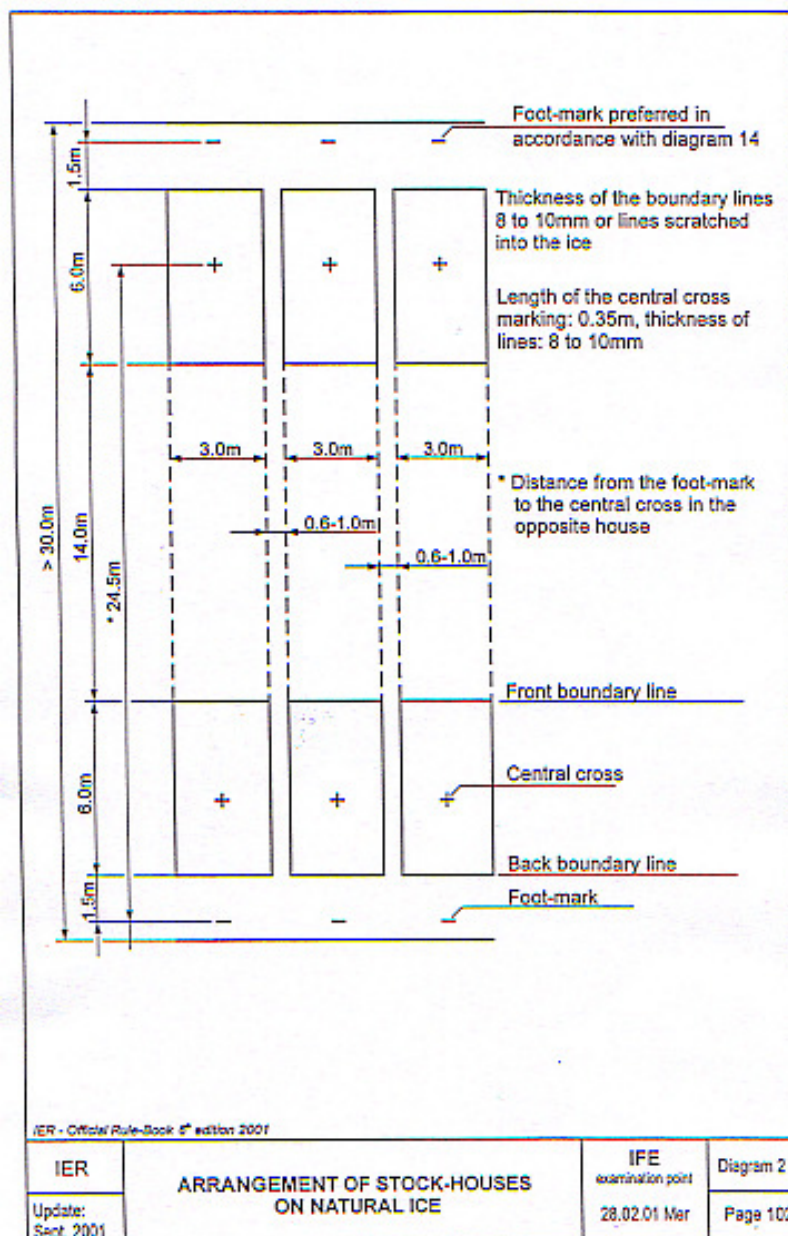
The foot mark consists of a device providing the player with sufficient stability when he makes his tries. The foot mark for the distance and speed competitions on ice must be covered in rubber, plastic or cloth with a minimum thickness of 8 mm. On summer sports surfaces, colour markings suffice.



**House boundaries:**

The boundaries of all houses of a playing field are to be indicated by colour markings with a width of 8-10 mm on ice and 8-30 mm on a summer surface. In the case of natural ice, the lines may also be scratched into the ice.





## Equipment, Puck, Measuring Device

A stock together with its constituent parts constitute the equipment. In all competitions, only equipment licensed by the IFE is allowed. Alterations to the equipment are forbidden in principle.

### Stock

The stock consists of the stock body, the handle and a summer or winter sliding sole. In pupils' competitions only pupils' stock body type E may be used. The stock body and the pupils' stock body. The three parts, i.e. the steel ring, the intermediary plate and the hood must be firmly (non-positively) connected. Only then do they have the required properties. The handle is made of metal-reinforced plastic, steel or wood. The form of the handle may be adapted by the player himself.

Two types of base plate are available, for summer and for winter sliding soles. They are made of special, licensed material. The summer sliding plate is a base plate with a summer sliding sole surface. The winter sliding sole combines a base plate with a winter sliding sole surface. The different categories of surfaces are fastened either with an adhesive or by direct vulcanisation. The winter sliding soles are made of special rubber mixtures.

Masses (weights)	kilograms
Pupils' stock type E	2,73 – 2,78

### **Puck**

The puck (movable target piece) is a thick-walled rubber ring with a profiled sliding side (with grooves, webbing or knobs) for ice surfaces, bearing an IFE registration number, and a smooth sliding surface for summer surfaces. On the inside diameter are four centring devices, enabling the puck to be mounted precisely on the central cross. Two pucks are required for each stockhouse in a team competition.

## **Team Competition**

### **Rules and scoring**

In a team competition, two opposing teams compete with one another to achieve the best position of their own stocks to the puck. In ice-stock, a team normally consists of four players. Competitions may also take place with trios (3 players), doubles (two players) or solos (one player). During a game, each team may have a maximum of four complete stocks (three in the case of a trio) and a maximum of 8 other running soles on the playing field.

### **Rules of play**

A game has six turns. A turn has been completed when both teams have completed all their tries in one direction and the result has been recorded by the two game captains. The player must stand on his foot mark when making a try.

### **Order of tries**

A player from the team determined in the game schedule makes the first try. In such case as the stock of the first player stays in the house, it is the opposing team's turn. In such case as the stock of the first player does not reach the house or leaves it again, the other players of his team play until a stock stays in the house. The other team must then play until the best position of one of its stocks in relation to the puck has been reached. The team that was determined to play the first turn under the game schedule also starts play in the third and fifth turns. The second participating team thus plays the second, fourth and sixth turns.

## **Changing puck position**

The puck shall be placed on the centre cross of the house before each turn. In such case as the position of the puck in the house is changed in accordance with the rules, it shall remain in this new position, and it shall also be decisive for the score. In such case as the puck has left the house or is lying on its narrow side, it shall be placed on the centre cross. In such case as the puck is situated on top of one or more valid stocks, it shall remain in this position.

## **Changing stock position**

When a player improves the position of a stock of his own team in the house in relation to the puck, the stock shall be removed from the house. If the situation becomes worse, however, the stock shall remain in its new position. When a player improve the position of a stock of the opposing team in a house in relation to the puck, the stock shall remain in its new position. If the situation becomes worse, the stock shall be returned to its former position.

## **Players' conduct**

Fair play is the highest rule. Players' conduct must conform to the general rules of sportsmanship. Players must be fair, honest and act in a comradely manner. In performing a try, the player on the foot mark may not be a) disturbed, b) hindered. During a turn, only one player per team may be in the house as the game captain. The captain must have performed his try already. In a doubles or solo game, no try may yet have been performed. While a player performs his try, nobody may be in or in front of the house. The house may only be entered for measuring, positioning the puck or adjusting the position of the stocks or puck. The players may not disturb a stock in its run. A stock which is set in motion by another stock shall also be deemed to be moving. The players may not perform tries unless there is a puck in the house. Such tries are invalid and may not be repeated. The competition may not be delayed, disturbed or impeded.

## **Measurement**

The best position of the stocks in relation to the puck shall be established by measuring the distances. The shortest distance between the stocks and the puck shall be measured, even if the measurement points lie outside the house.

## **Stock evaluation**

All of team's stocks which, after a turn, are closer to the puck than the closest stock of the opponent, shall be given plus points. The first stock scores three plus points,

and every further stock two plus points. The greatest number of points that may be scored in one turn:  $3+2+2+2=9$  plus points (7 plus points in the case of a trio). In such case as stock from two opposing teams are equi-distant to the puck, no points shall be given for these stocks.

## Game evaluation

Winning points are scored by the team that has won the game on account of having scored the larger number of stock points. Stock points are plus points minus penalty and minus points. The winner in a team competition is the team with the most winning points. The following scores shall be given:

For a won game: 2:0 points

For a draw: 1:1 points

For a lost game: 0:2 points

In such case as several teams achieve the same number of winning points, their ranking shall be calculated, firstly using the quotient difference.



Example:

For team A:

Own stock points = 225

Opposing team's stock points = 137

$225 : 137 = 1.861 =$  quotient

$225 - 137 = 118 =$  difference

For team B:

Own stock points = 322

Opposing team's stock points = 173

$322 : 173 = 1.861 =$  quotient

$322 - 173 = 149 =$  difference is bigger than that of team A