# SOO School Floorball Officials Package 

## GAME PLAY

## Mechanics

- 4 v 4 (3 v 3 plus a goalie)
- 2, 10-minute periods. Full run time.
- First team to 10 goals (if reached) declared winner, but game may continue for fun.
- If no team reaches 10 goals, final score will stand.
- 1, 60 second timeout per team


## Line Changes

- Athletes can be sub-in during stoppages of play
- No changing on the fly
- No line changes on Free Hits.


## Crease

- No player, except the goalkeeper shall enter the crease. The crease extends upwards, and no offensive players stick, or body shall enter inside the crease area.
- Offensive crease violations result a free play for the defensive team.
- Defensive crease violations result in a free play if they do not interfere with a shot attempt.
- A penalty shot should be awarded if they interfere with a shot attempt while in the crease by either contacting the ball or the shooter.
- Goalkeepers must stay within $\mathbf{5 m}$ of the net at all times


## Checking

- Body Checking
- Incidental body contact is permitted when running or battling for a loose ball.
- Body contact on a ball carrier should result in a free hit for the offensive team
- Excessive body contact will result in a $\mathbf{2}$ minute box penalty
- Stick Checking
- Players may not lift, slash, hold or impeded an opposing players stick
- Result is a Free Hit for the non-offending team
- Players may make incidental contact with the blade of the opponents stick when making a play for the ball.
- Aggressive contact on the blade will still result in a Free Hit


## Faceoff

- Faceoff is played with the ball in a stationary position on the floor
- No "drop" of the ball
- On the whistle, centermen can battle for the ball. Once a team has possession, standard checking rules apply.
- Faceoffs will occur to start each period, after goals, and during any stoppage of play


## INFRACTIONS

- Free Hits
- When an offense has occurred, free hits are awarded to the opponents and if they are severe enough, penalties are given. A free hit is essentially a free kick in soccer, where the awarded team takes possession of the ball at the place of the offence. Players can pass or shoot from the spot, once the ball is stationary, with the defenders (3) three meters back. Free hits will occur when:
- Grabbing the ball with your hand or hitting it with your head (Goaltenders are permitted)
- If you make body contact with another player
- Raise the blade above waist level when hitting the ball
- Play the ball above the knee level with the stick
- Hit, block, lift or kick (make contact) with an opponent's stick
- Intentionally pass the ball back to your goaltender, and the goaltender picks the ball up
- Play the ball with your stick between the opponent's legs
- If an offensive player or their stick is in the goalie crease
- Holding or obstructing another player from participating in the play (interference)
- Penalty Shots
- A Penalty Shot shall be awarded in the following situations:
- When a player is fouled, tripped or interfered with on a breakaway
- Throwing Stick - at a player during a break away
- Delay of Game - Goaltender deliberately dislodging the goal during a breakaway
- If a defensive player or their stick enters the goalie crease while the offensive team is in their end
- Penalty "Box"
- If players commit any of these violations, they will be asked to leave the playing area immediately for the mandated amount of time:
- High sticking (2 minutes)
- Makes body contact with another player (2 minutes)
- Throwing objects at another player (5 minutes)
- Unsportsmanlike Conduct (5 minutes - per officials ruling and athlete code of conduct)
- Pushing, hitting or tackling another player (20 minutes). This suspension is for the entirety of the game. Players may return to playing in the tournament after, however any additional disciplinary penalty will result in them being suspended from the rest of tournament.
- If a player has received 3 penalties during a game, they will be sidelined for the remainder of the game

