

**Special
Olympics**
Ontario



Special Olympics
**Unified Champion
Schools®**

School Qualifiers



Floorball Technical Package
Unified & Traditional

SOO School Qualifiers Floorball 4-on-4 Rules

Note: SOO Floorball Qualifiers Require 3 Players Plus a Goalie (4 Players) to be on the Field at All Times

Qualifier Competition Format

1) Game Points and Qualification

- Round Robin format within your division.
- Game Points Scoring System:
 - 3 points for a win
 - 1 point for a tie
- **NO overtime at qualifiers (Ties will stand)**
- Tie breakers at qualifiers to be determined in succession:
 - Highest game points (based on the scoring system outlined above)
 - Head-to-Head
 - Lowest points against average
 - Random Computerized Draw
- In the event of a three-way tie, once a team has been eliminated from the tie, the tie-breaking process for the remaining two teams will start at the beginning
- For qualification for Provincial School Championships, all teams are placed in a conference with schools from the surrounding regions, meaning that schools are competing against all other schools within their conference, not only teams at their local qualifier. All tie-breaking processes remain the same. This model allows for equitable chances of qualification despite the size of the local qualifier. To learn more about the qualifying process, our quotas for the year and our conference model, please visit our Schools Hub on our website: [Schools Hub](#)

2) Uniforms

- All teams must supply their own uniforms. T-shirts or sports uniforms are permitted as long as all uniforms are identical for all players. Numbers on uniforms are not required.
- Proper indoor gym shoes are required for this competition

3) Equipment

- Each player on the court is required to use an [International Floorball Federation \(IFF\) approved](#) Floorball stick. Floor Hockey or other sticks will not be permitted
- Stick lengths should be suited for each athlete's height and orientation (See Appendix A on page 10)
- Each game must be played with an IFF-approved Whiffle Ball. Schools do not need to bring balls to the qualifiers; they will be provided by SOO and/or the host school.
- For safety, helmets are not permitted, except for those playing goalie

- **Goalkeepers:**

- **Are NOT permitted to use a stick**
- Goalies can use any other part of their body to stop goals
- Are required to wear a Canadian Safety Association (CSA) or IFF-approved caged helmet
- Are required to wear long pants with proper leg protectors (ex. knee pads of any kind, shin guards, or traditional hockey leg pads)
- Are required to wear padded gloves or a traditional hockey blocker, a catcher, and a chest protector
 - Note: SOO will provide goalie equipment to teams at their respective qualifiers upon request. Teams must provide this information at registration at least one week prior to the event
 - If required, goalie equipment will be sent directly to the host school
 - If the host school can't provide goalie equipment for the respective participating teams (each court will have goalie equipment)
 - Floorball and traditional goalie equipment are permitted, but not a mix of both, and both teams' goalies must have the same form of equipment for gameplay

- **Net & Court Dimensions**

- Appendix B (Page 13) provides a visual of the court, goalie crease, and the face-off locations with measurements
- The net will be a standard floor hockey net (roughly 160cm high and 115 cm wide)
- Games are played indoors in gymnasiums, from 20-24m in length and 12-14m in width, and single, double, and triple gyms are all suitable for play
- Benches can be placed in the corners of the court as boards to keep the ball in play, but are not to be placed directly behind the net
- There should be an established center line and face-off location in the middle of the court, along with 6 other locations along the sidelines (See Appendix B)
- There will be a 1m x 2.5 m goalie crease where only the goalie is allowed
 - Painter's tape can be used to create face-off locations and the goalie creases
- Goalkeepers must stay within 5m (16.4 ft) of the net at all times

- **Additional Safety Equipment (Optional):**

- Eye protective glasses or goggles
- Shin pads
- Gloves
- Mouthguards

4) Game Forfeit

- Should a team forfeit a game, the following point allocation will be used:
 - The game has not started; a score of 1- 0 will be recorded
 - The game started: The non-forfeiting team's score will be recorded as 1, or their current score at the time of the forfeit will be added to that number of 1, and the forfeiting team's score will be the current score when the forfeit occurred

Rules of Play

1) Divisions

- The Head Coach must include a team ranking during online registration for each team.
 - Team rankings are meant as an overall rating of your team's ability. Refer to our [Skill Assessments](#) if needed, and make a judgment on your team's overall competitive ability
 - A - The team has several strong players and would be placed in the most competitive division
 - B - Team has an all-around understanding of the sport
 - C - Middle of the pack team that has basic skills down for most players
 - D - Athletes are learning the sport and will be placed in the lowest ability division
- Traditional
 - **Recreational:** Teams in the recreational category have athletes who are relatively new to the sport, are there for fun, and do not want to compete/advance to the School Championships.
 - **Competitive:** Teams intending to compete at the School Championships if selected or have a mid- to high skill level
- Unified
 - Unified Partners are there to compete alongside SO Athletes. Unified Partners are intended to score points, impact the game in a meaningful way and compete in this category. This includes passing, shooting/scoring and defence. Note: Unified Partners are not permitted to take over games but are expected to contribute.
 - Teams are grouped in divisions according to their team ranking (A, B, C, D)
 - Each team must ensure that all players, barring injury, play in each game.

2) Teams and Players

- Traditional teams: **minimum 4 and maximum 8 athletes** with an ID (4 players and 4 substitutes).
- Unified teams: minimum 4 and maximum 8 athletes (a Unified roster is permitted to have a maximum of 3 mainstream Unified partners and a minimum of 1).
- During the competition, the 4-person team on the court must be made up of 3 **athletes with an ID and 1 Unified Partner**. Unified teams must have a minimum of three SOO Traditional athletes to start and finish each game.

- 4 v 4 floorball consists of three field players and one goalie. Each team must start the game with four players or forfeit the game
- If a team falls below four players due to injury after the game has started, the team may continue with three players on the court.
- If a team falls below four players due to player ejection, the team will forfeit that game
 - Note: Unified Partners can play goalie

3) Unified Sport/Teams

- Unified Sports brings people with intellectual challenges and disabilities together on the same team as people without intellectual disabilities. This program is dedicated to promoting inclusion through shared sports training and competition experiences.
- Unified Sports aims to develop meaningful competition in which coaches work together to create a balanced competitive environment. **Coaches are responsible for ensuring the meaningful involvement of all players in the game.**
- Please review our principle of meaningful involvement to understand and apply the Unified Competition Model: [SO Unified Sports Principle of Meaningful Involvement](#)
- Also, see our Unified Coaching Guides and Training Resources
 - [Guiding Unified Sport Principles](#)
 - [Unified Sports Coach Guidelines](#)
 - [Unified Coach Course \(Option A\)](#)
 - [Unified Coaching Course \(Option B\)](#)

4) The Game

- The game will be played for **20 minutes**, with two 10-minute periods. A two-minute 'halftime' break will occur between the first and second half of play
 - A running clock will be applied for the full 20 minutes. The clock may stop at the referee's discretion
 - One 60-second timeout is allowed per team per game. When a timeout is called, the clock will be stopped
- A team will be declared the winner if they reach **10 goals**. The full 20-minute game time should be played, but the score will stand once one team scores its tenth goal. Thus, the winning team is the first team to score ten goals or the team with the highest score after the 20-minute game
- The game begins with a faceoff at center court. Both centermen stand across from one another, blades facing forward, and sticks on either side of the ball. The ball is in play at the referee's whistle, and players attempt to win the faceoff. The second half will also begin with a faceoff
- All games will be played with an IFF-approved Whiffle Ball (72mm in diameter and 23 grams in weight)
- **Teams will not change ends after each period**

- Substitutions: Coaches can make substitutions after any whistle, including balls going out of bounds, goals, timeouts, penalties, and halftime
 - Officials should whistle in substitutions
- Note: During play, coaches and support staff may not participate in the competition in any way beyond physically supporting individuals who need one-on-one support or guidance to compete (i.e. they may not participate in active play)
 - If a coach participates in the game, the team will be given a technical foul and a free hit for each infraction

5) Competition

• Goals/Scoring

- A goal shall be counted when the entire ball has legally passed between the goal posts below the crossbar and completely across the goal line.
- Players can stop the ball with their feet, but can't touch the ball consecutively with their feet
- Players can pass with their feet, but it is illegal for an offensive player to kick the ball into the goal. The goal shall NOT be allowed if the ball has been kicked, thrown or otherwise deliberately directed into the goal by any means other than a stick
- No player, except the goalkeeper, shall stand in the goal crease, on the goal line, or hold their stick in or above the area of the goal crease
 - If a goal is scored under such conditions, it will not be counted. However, if the defending player violates the goal crease while a goal is about to be scored, the goal will stand
 - This rule will be a judgment call by the officials on the floor
- Each goal will count for one point
- Games tied at the end of playing time will stand
- **There will be NO overtime at qualifiers**
- After a save, goalies can throw or roll the ball. However, if bouncing, the ball must bounce on their half of the court before landing in the opponent's end

• Faceoffs

- Shall occur:
 - To begin the game and each period at the center floor faceoff circle
 - After each goal at the center floor faceoff circle,
 - After each penalty box foul at the offending team's defensive end
 - After each stoppage of play, a faceoff will occur at the nearest faceoff spot
 - In a situation where both teams receive penalties, the faceoff shall be at the nearest faceoff spot to the actual stoppage in play
 - When an unsafe condition exists that requires a stoppage of play
 - If the ball goes out of bounds, and it is unclear which team touched it last

- a. The players taking the "faceoff" shall stand squarely facing their opponent's end of the floor. All players must be "on-side," with no player within 1.8 m (6ft.) of the players facing off.
- b. The players facing off and their sticks must be an equal distance from the puck, 30 cm (1 ft.) from the center of the faceoff spot.
- c. Play is put in motion when the referee blows his/her whistle.

- **Ball-Out of Play**

- If teams are playing within a standard floorball court (with boards), oftentimes, the ball will be hit out of bounds. If this happens, the opposing team will start with the ball in a stationary position just inside the court where the ball exited the field of play.
 - The player can then either shoot to score or pass, but cannot directly carry the ball (move with the ball) from that point of inbound play. The defending team must keep a distance of at least three (3) meters.

- **Key Rules/Best Safety Practices**

- Players should be aware of the rules and that they must be considerate of others on the court
 - Sticks must remain below the knee when playing the ball and shooting
 - The stick must remain below the waist at all times (including backswing and follow-through)
- It is a non-contact sport, so body checking is not permitted
 - No body contact should occur at any time
 - no blocking/screening of the opposite player
 - no stick-on-body contact or stick-on-stick contact
- Equipment should be checked prior to the game:
 - The nets are fully intact, with no loose screws or rust
 - Sticks are not broken (screws between the blade and the shaft are tight, and blades are not broken)
 - In a gymnasium without floorball boards, make sure to clear all objects from the court (benches, chairs, etc.), and that floor plugs are in place
 - Goalie equipment and helmets are on and secured properly
 - Implement a crease for the protection of the goalie
 - No other player's stick is allowed in or above the crease

- **Fouls & Penalties**

- Free Hits
 - When an offence has occurred, free hits are awarded to the opponents, and penalties are given if they are severe enough
 - 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 only 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 a stick at a player during a breakaway
 - 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 official's ruling and athlete code of conduct)
 - Pushing, hitting or tackling another player (20 minutes). This suspension applies to the entire game
 - Players may return to playing in the tournament afterward. However, any additional disciplinary penalty will result in their suspension from the rest of the event
 - If a player has received any of these 3 penalties during a game, they are to be sidelined for the remainder of the game



- **Officiating**

- Each match should be led and controlled by two officials with equal responsibility
- The two main tasks of the referees are to
 - Keep the game safe and maintain proper conduct for both teams
 - Verify or clarify if a goal has been scored or not
 - Ensure that the game runs smoothly and any stoppage is kept to a minimum
- The key things to watch for are:
 - Keeping sticks below the waist at all times
 - No body contact
 - No sticks in or above the goalie crease
- A copy of our floorball officials' guide can be found [HERE](#)

Appendix A: Equipment

Stick Information

Sizing your stick is an important part of ensuring the player can play to their best ability. Sticks can range from children (67cm to 82cm) to adults (87cm to 103cm).

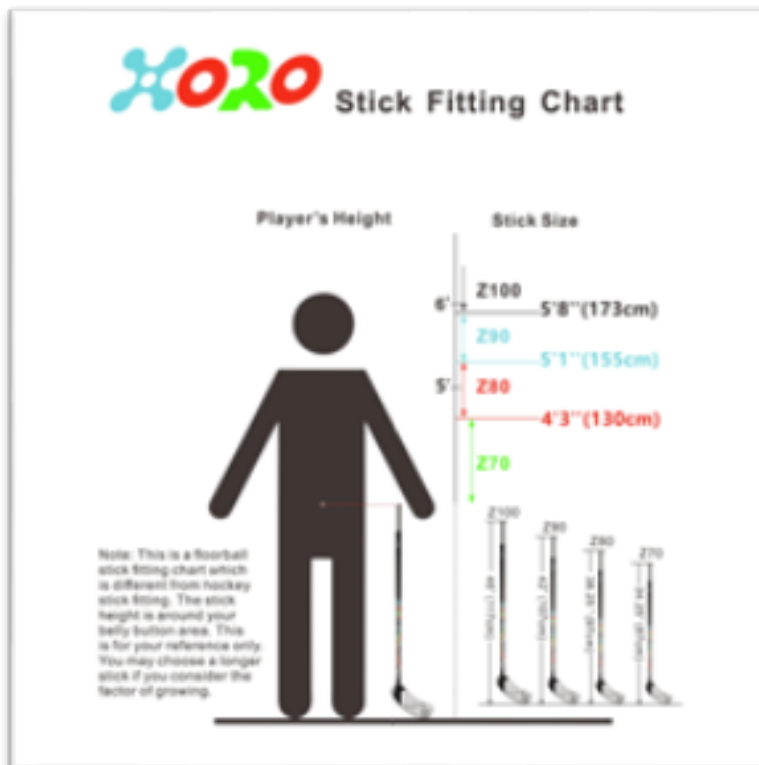
The measurement starts at the bottom of the shaft and extends to the top of the stick, excluding the blade.

Sticks are either left-handed or right-handed, which is determined by which hand is lower on the stick when the player holds it

To decide which handedness is best for a player, typically, the dominant hand sits at the top of the stick. For example, a player whose dominant hand is right would shoot left in floorball

Accufli classifies stick lengths as the following:

- A70 (87cm in length) - Height of athletes 4'3" and below
 - A80 (97cm in length) - Height of athletes between 4'3" and 5'1"
 - A90 (107cm in length) - Height of athletes between 5'1" and 5'8"
 - A100 (117 cm in length) - Height of athletes 5'8" and up
 - A stick costs from \$22 - \$30 depending on length
- Please visit Accufli's website for more information on their floorball equipment:
 - <https://accufli.com>



LEFT HANDED



RIGHT HANDED



Above are the orientations for both left and right-handed sticks, and the curve of the sticks will bend inward

Goalie Equipment

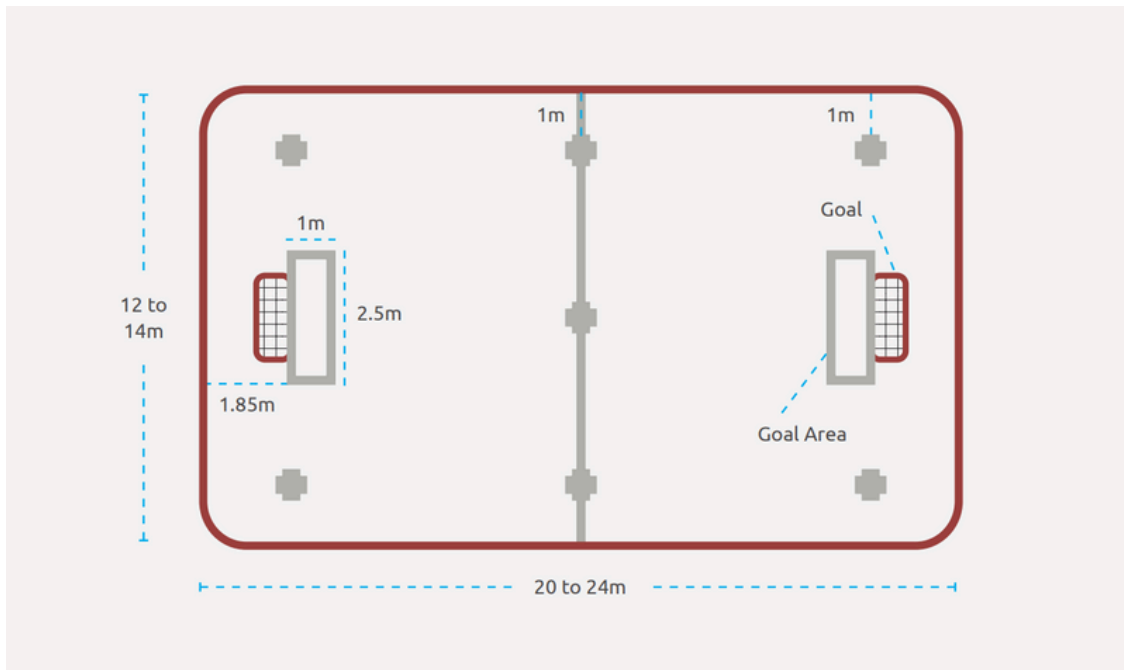
Floorball Goalie Equipment



Traditional Goalie Equipment



Appendix B: Court Dimensions



The rink shall be a minimum of 20 meters by 12 meters and a maximum of 24 meters by 14 meters, and enclosed by a board with rounded corners, if possible

The rink shall be rectangular, with dimensions specified as length x width above

All face-off location markings shall be made with lines, 4 to 5 cm in width, in a clearly visible colour

A center line and a center spot shall be marked. The center line shall be parallel to the short sides of the rink and shall divide the rink into two equal halves