

Floor Hockey
Sport Rules

Special Olympics

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1. GOVERNING RULES

The Official Special Olympics Rules shall govern all Special Olympics Floor Hockey competitions. Special Olympics, Inc. is the International Governing Body for Floor Hockey.

Refer to Article 1, http://media.specialolympics.org/resources/sports-essentials/general/Sports-Rules-Article-1.pdf, for more information pertaining to Codes of Conduct, Training Standards, Medical and Safety Requirements, Divisioning, Awards, Criteria for Advancement to Higher Levels of Competition, and Unified Sports.

2. OFFICIAL EVENTS

The range of events is intended to offer competition opportunities for athletes of all abilities. Program may determine the events offered and, if required, guidelines for the management of those events. Coaches are responsible for providing training and event selection appropriate to each athlete's skill and interest.

The following is a list of official events available in Special Olympics.

2.1 Individual Skills Competition

- 2.1.1 (ISC) allows athletes/teams to determine their skill levels within a competitive environment.
- 2.1.2 Athletes participate in five competitions; Shoot around the Goal, Pass, Stickhandling, Shoot for Accuracy, and Defense (refer to Section 9).
- 2.1.3 Each competition is scored to determine the athletes' ability levels. If the ISC is used in conjunction with a competition, the scores are used to determine award placements.
- 2.1.4 The ISC is also used to assess a teams' ability level for the purpose of divisioning the team prior to competition. The entire team performs the five ISC skills under the head coaches' guidance. Upon completion the scores are recorded on the Team Roster and Skill Assessment Form and submitted to the Games Organizing Committee as part of the team's official documentation.

2.2 Team Competition

- 2.2.1 Traditional Team Competition allows Traditional Special Olympics floor hockey teams to compete against one another. A team is deemed a Traditional Sports team if it is comprised solely of Special Olympics Athletes. Traditional teams can be comprised of all male teams, all female teams or co-ed teams.
- 2.2.2 Teams are divisioned according to their ISC team scores, as recorded on Team Roster and Skill Assessment form. Teams will be pre divisioned according to these scores in an effort to match teams with compatible skill sets.

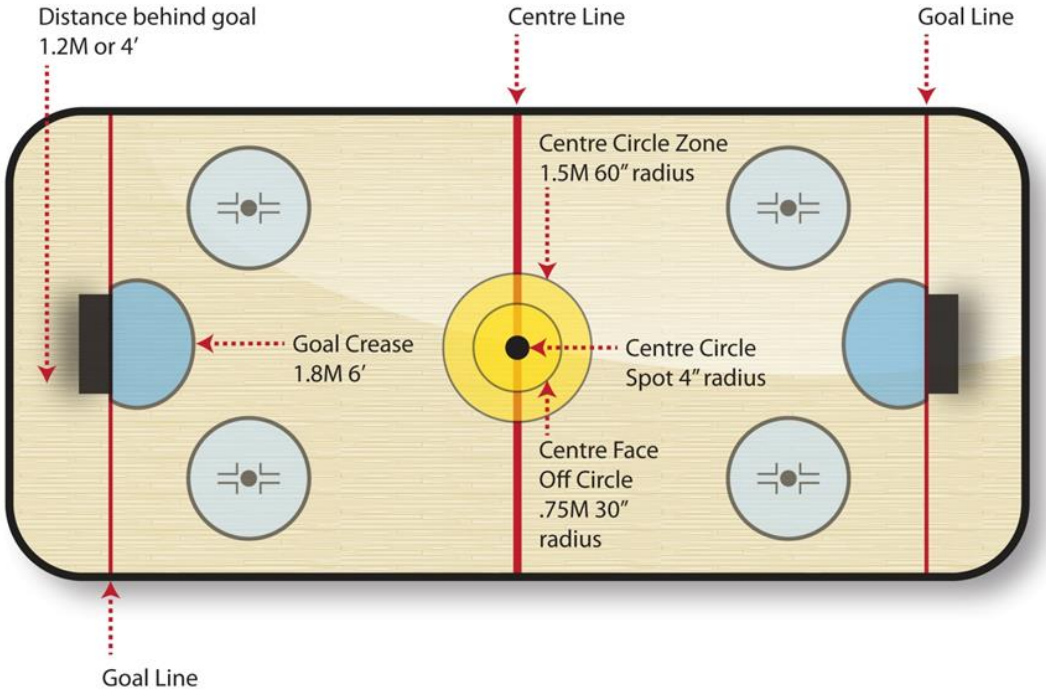
2.3 Unified Sports® Team Competition

- 2.3.1 Unified Sports Team Competition allows Unified Special Olympics floor hockey teams to compete against one another. A team is deemed a Unified Sports Team if is comprised of Special Olympics Athletes and their Partners. Special rules apply to the number of Partners that can be on the playing surface at any given time, along with the age and ability of the Partners.
- 2.3.2 Just as with Traditional teams, Unified Sports Teams are divisioned according to their ISC team scores as recorded on the Team Roster and Skills Assessment Form in an effort to match their skills against the teams with which they will be competing.
- 2.3.3

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3. COURT

3.1 Playing Surface



3.1.1 The recommended playing area shall be a maximum of 35 meter by 20 meter (114 ft by 65 ft) and a minimum of 24 meter by 12 meter (80 ft by 40 ft) (basketball court dimensions), on a level surface properly marked for Floor Hockey.

3.1.2 The playing surface shall be free from any projections which a player could encounter in the course of play.

3.1.3 The playing surface may be defined by lines or boundary boards. The preferred boundary board would be constructed of sturdy material and be between 1.1 meter to 1.2 meter in height. Alternative boundary boards may be used but must be of a flexible nature such as foam rubber or cardboard to prevent injury. Marking tape may be used in place of boundary boards if no other suitable material is available.

3.2 Nets and Goal Crease

3.2.1 The back of the goal shall be set 1.2 meter (4 ft) out from the end line to allow play behind the goals.

3.2.2 Both goals are set up with the center part of the goal placed in the center of the width of the playing surface.

3.2.3 The two goals each measure 1.8 meter wide by 1.2 meter high by .6 meter deep (6 ft by 4 ft by 2 ft). Regulation ice hockey goals are also permitted. The sides and back of the goal must have appropriate netting.

3.3 Center Line and Circle

3.3.1 A center line will mark the area of play such that the floor is divided in equal halves. Goals and end lines are equidistant from the centerline.

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3.3.2 Center Circle Spot: a line 10 centimeter (4 in) in length perpendicular to the center line or a circular spot 10 centimeter (4 in) in radius is to be marked in the center of the center face-off circle.

3.3.3 Center Face-off Circle: a circle with a radius of .75 meter (30 in) and a line width of 5 centimeter (2 in) to be marked outside the center circle spot.

3.4 Face Off Zone

3.4.1 Face-Off Zone: a circle with a radius of 1.5 meter (5 ft) and a line 5 centimeter (2 in) in width to be marked outside the center court face-off circle.

3.5 Goal Line and End Zone Face Off Circles

3.5.1 Goal Line: a line 5 centimeter (2 in) in width is drawn between the two goal posts of each goal and extends to the goal crease.

3.5.2 Goal Crease: the goal crease is a semi-circle with a 1.8 meter (6 ft) radius drawn from the center of the goal line.

3.6 End Zone Face Off Circle

3.6.1 End Zone Face-Off Circles: face-off circles are marked with a circular spot of 10cm (4 in) in radius or a line of 10 centimeter (4 in) in length in the center of each circle. There are two face-off circles in each half of the playing surface; each circle is located at a 45-degree angle from the center of the goal line. The center of each side face-off circle is positioned halfway from the centerline and the end of the court and 2.1 meter (7 ft) in from the side of the court.

3.6.2 For instance, if the court measures 15.24 meter by 30.5 meter (50 ft by 100 ft), the center of each face-off circle is determined by measuring a point 7.6 meter (25 ft) from the center line and 2.1 meter (7 ft) from the side of the court. If the court measures 12 meter by 24 meter (40 ft by 80 ft), the center of each face-off circle is determined by measuring 6.1 meter (20 ft) from the center line and 1.5 meter (5 ft) from the side of the court. Each circle has a radius of .75 meter (30 in) and a line drawn through the center point of the face-off circle that is parallel to the center line.

3.7 Players Bench and Penalty Box Area

3.7.1 Each playing surface shall be provided with seats or benches for the use of players of both teams, and the accommodations provided shall be uniform for both teams. Such seats or benches shall have accommodations for at least 16 persons of each team and shall be placed immediately alongside the playing surface as near to the center of the playing surface as is possible.

3.7.2 The player's bench should be on the same side of the playing surface as the penalty bench, but should be separated from the penalty bench. When physically possible, each player bench shall have two doors.

3.7.3 No one but players in uniform and four team officials (one head coach and three assistance coaches) shall be permitted to occupy the bench area so provided.

3.7.4 All players on the bench (including spare goalie) MUST keep their helmets on at all times.

3.7.5 There shall be a designated penalty box area. The penalty box area should be to the right and left of the score / time keepers' bench.

4. EQUIPMENT

4.1 Puck

4.1.1 The puck is a circular felt disc with a center hole and has the following dimensions:

4.1.2 Diameter: 20 centimeter (8 in)

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4.1.3 Center Hole: 10 centimeter (4 in) may be reinforced with leather.
4.1.4 Thickness: 2.5 centimeter (1 in)
4.1.5 Weight: 140 gram to 225 gram (5-8 oz).

4.2 Stick
4.2.1 Sticks other than goalkeepers' sticks must be a rod or dowel made of wood and/or fiberglass conforming to the following dimensions:
4.2.2 Circumference: 7.5 centimeter to 10 centimeter (3 in to 4 in)
4.2.3 Length: 90 centimeter to 150 centimeter (3 ft to 5 ft)
4.2.4 The non-handle end (i.e. the bottom or floor end) of all sticks other than goalkeepers' sticks must be rounded-off. The stick must be of a uniform thickness over the entire length, however, tape or other materials may be added to the top .6 meter (24 in) of the handle end of the stick to facilitate holding the stick. The handle end of the stick may be built up as much as .5 centimeter (.25 in). No tape, string, or other object is allowed that will increase the diameter on the bottom 15 centimeter (6 in) of the stick.

4.3 Goalie Stick
4.3.1 The goalkeeper's stick shall be a regulation ice hockey goalkeeper's stick. The blade of the goalkeeper's stick must not exceed 8.9 centimeter (3.5 in) in width at any point except at the heel where it must not exceed 11.4 centimeter (4.5 in) in width; nor must the goalkeeper's stick exceed 39.3 centimeter (15.5 in) in length from the heel to the end of the blade. There is to be no measurement of the curvature of the blade on the goalkeeper's stick. All other elements of the stick are subject to a measurement and the appropriate applicable penalty. The widened portion of the goalkeeper's stick extending up the shaft from the blade shall not extend more than 66 centimeter (26 in) from the heel and must not exceed 8.9 centimeter (3.5 in) in width.

4.4 Protective Equipment
4.4.1 All players must wear the following Mandatory Protective Equipment:
4.4.1.1 Helmets with full face masks
4.4.1.2 Gloves (i.e. padded gloves, street hockey gloves, field hockey gloves)
4.4.1.3 Shin Guards (street hockey, ice hockey, soccer guards) the goalkeeper will be allowed to wear regulation size ice hockey goalkeeper pads not to exceed 31 centimeter (12 in) in width.
4.4.1.4 Proper athletic footwear (i.e. running shoes)
4.4.2 It is advisable that players wear the following Recommended Protective Equipment:
4.4.2.1 Elbow pads
4.4.2.2 Athletic supporter
4.4.2.3 Knee pads
4.4.2.4 Goalie chest protector
4.4.2.5 Mouth piece
4.4.3 Prior to each game the referees will check for proper equipment.

5. OFFICIALS

5.1 Attire
5.1.1 There must be two certified officials/referees in appropriate and matching attire; for example, black pants and a black and white striped referee shirt.

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5.2 Required Officials

5.2.1 There must be two scorekeepers and one timekeeper, the scorekeepers also act as line monitors. See Sport specific manual from minor official's information.

6. RULES OF COMPETITION

6.1 Competition Eligibility

6.1.1 To be eligible for the next higher level of competition (i.e. International), a team must have competed in the next lower level of competition (i.e. National, State, Chapter, Area) in accordance with all SOI rules and conditions.

6.2 Divisioning

6.2.1 Teams will be divisioned according to a team score compiled utilizing the (ISC) skills as recorded on the Team Roster and Skills Assessment Form and a classification round.

6.2.2 Coaches must submit ISC scores for each player on their team's roster, utilizing the Team Roster and Skills Assessment Form (available through Special Olympics International (SOI)) prior to conducting the competition. The team score is determined by adding all players' scores and then dividing by the total number of players.

6.2.3 Teams are initially grouped in divisions according to their Team Roster and Skill Assessment scores. A classification round is then conducted as a means of assessing and finalizing the divisioning process, so all teams are categorized in a level that represent fair and safe play.

6.2.4 In the classification round, teams play one or more games with each game lasting from a minimum of 9 to 12 minutes. Each team is required to play all of the players (including alternate goalies) on their Team Roster and Skills Assessment Form.

6.2.5 Once the classification round has been completed, teams are divisioned based on the classification results and assessment of the division committee. Traditional teams compete against Traditional teams, while Unified Sports teams compete against Unified Sports teams. The number of divisions is based on the total number of teams, and the best groupings that assure competitive games.

6.3 Team Competition

6.3.1 Players and Line Rotations

6.3.1.1 A team on the playing area must consist of six players; one goalkeeper that must play from a standing position, two defenders, and three forwards (one center and two wings).

6.3.1.2 There must be a goalkeeper at all times during play, with the exception of the last two minutes of the game (9th line) when the goalkeeper may be removed for an extra forward/player. This may only be done during a face off or stoppage of play. The additional player entering the game in place of the goalkeeper must play within one line of all other players except the goalkeeper.

6.3.1.3 Each player must wear a shirt with distinctive team color and markings and a 15 centimeter to 20 centimeter (6 in to 8 in) player number on the back of the shirt.

6.3.1.4 By the completion of the game, the total number of lines played by any one player, excluding a goalkeeper, who is designated to play the entire game, must not exceed the total number of lines played by any other teammate by more than one line. The goalkeeper may play the entire game or may alternate playing time with another goalkeeper. If two goalkeepers are designated during the same game, by completion of the game, they must have played within one line of each other.

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6.3.1.5 Rotation of line: Please refer to the coaches' manual for line rotation examples.

6.3.1.6 Teams shall start a competition with a minimum of 11 players and a maximum of 16 players. Any player not included in the line-up must be listed on the bottom of the score sheet, with the reason they are sitting out. In the event of an injury, illness or behavior issue that requires one or more players be removed from the team's line-up, the team will be allowed to continue with as few as nine players. If a team cannot field nine or more players for a game, then the team must forfeit

6.3.1.7 If two goalkeepers are designated then the minimum they must be rotated is each game. They may be rotated on an equal basis within each game. In order to rotate on a shift basis then both goalkeepers must be dressed with full equipment to minimize delays.

6.3.1.8 Each team must submit an approved score sheet to the scorekeeper 10 minutes prior to the start of the game. Each score sheet must include team name, head coach, all players' names and individual numbers on the respective lines throughout the game reflecting the rotation of all players. One copy of the score sheet shall be kept by the scorekeeper, one by the coach of the opposing team, and one will be given back to the coach. If the score sheet is not turned in on time, a one-minute bench penalty may be assessed to the late team.

6.3.1.9 In case of an injury, game misconduct, or other event that requires a substitution of player/s and alters a team's line rotation, the referee will stop play. The timekeeper will stop the game clock. The team's coach will adjust the team roster/line rotation accordingly so that each player, excluding the goalkeeper, will play within one line of each other. Substitutions within a line will be allowed in the case of three or more simultaneous penalties. The clock will remain stopped during substitutions.

6.3.1.10 In case of a line change during the course of a player's penalty, a player from the incoming line will serve the remaining portion of the penalty. If the penalized player is scheduled to play in the incoming line then the penalized player must be the player to serve the penalty in this incoming line. If the penalized player is not scheduled to play in the incoming line then the coach will determine which player of the incoming line must serve the balance of the penalty.

6.3.1.11 Only players and 4 team officials (one head coach and three assistance coaches) are permitted to sit on the team's bench. Players not in the current game (injury, illness or behavior) will be listed on the bottom of the score sheet.

6.3.1.12 To be eligible for higher level competition (i.e. International), a team must have competed in the next lower level of competition (i.e. Chapter, Area) with at least 11 players so that the 11-player international rule has been met.

6.4 Time of Play

6.4.1 Games will consist of three 9-minute periods, with a 1-minute break between each period. The last three minutes of the third period (the 9th line) shall be stop time unless waived by both coaches prior to the start of the line. One 1-minute time-out is allowed per team per game. Coaches will signal their desire for a time-out to the referee by making a "T" sign with their hands. A time out will only be granted at a stoppage of play.

6.4.2 There will be three line shifts per period. The timekeeper will signal the time for line changes with a horn/towel/whistle. Play will resume with a face-off at the face-off circle nearest the stoppage of play.

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6.4.3 Each period will begin with a face-off at the center floor face-off circle (lines 1, 4, 7 and overtime if needed).

6.4.4 Teams may change ends after each period of play. If a team desires to change ends the head coach must inform the referees prior to the beginning of play. If neither team requests this option, the teams will remain on the side of the surface they began the game throughout the game.

6.4.5 Time of play must be running time. However, when a goal is scored or a penalty is called, game and penalty clocks will be stopped. Play is resumed with a face-off at the sound of the referee's whistle. The clock will also be stopped for time-outs, line changes, and whenever the referee so designates.

6.5 Face-Offs

6.5.1 A face-off shall occur at the following times:

6.5.1.1 to begin the game and each period at the center floor face-off circle;

6.5.1.2 after each stoppage of play during a period, except after a goal, at the nearest face-off circle;

6.5.1.3 after each goal at the center floor face-off circle;

6.5.1.4 after each minor or major penalty in the offending team's defensive end;

6.5.1.5 when an unsafe condition exists due to a cracked or broken stick(s) in the vicinity of play or at any other time deemed appropriate by the referee. A face-off must take place at the nearest face-off circle to the position of the puck when play was stopped.

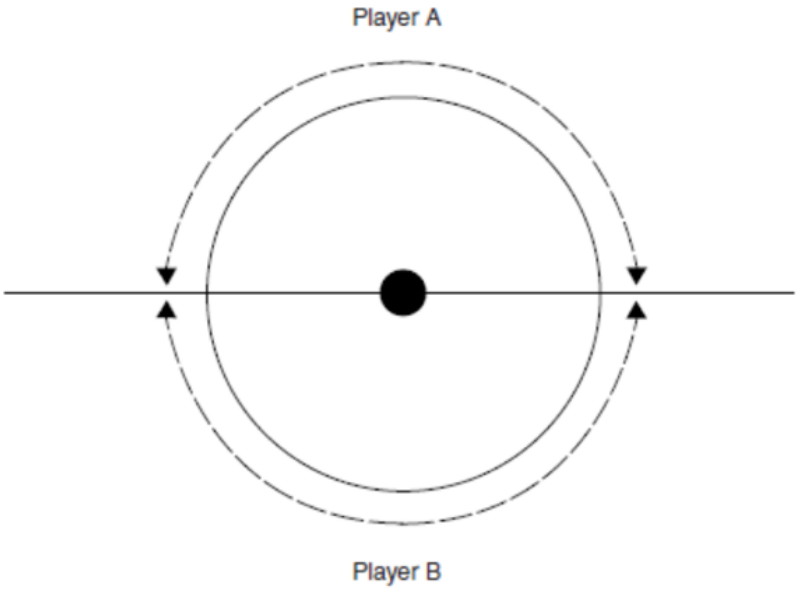
6.5.1.6 if an attacking player shoots the puck over the boards or out of bounds in the attacking zone then the face- off comes to the neutral face- off circle. If the puck is shot out of play by a defensive player, then the face off results in the closest face- off circle to the infraction.

6.5.1.7 there are two or more sticks in the center of the puck and no player is able to take possession of the puck.

6.5.2 For all face-offs, all players must stand with their sticks and bodies completely to their team's side of the face-off line. Only two players participate in a face-off. Both players who are facing off may place the tips of their sticks on the same side of the face-off circle as long as the tip of each player's stick is in the respective half of the face-off line/circle. During the face-off players must play the puck. They are not allowed to interfere with the other player's stick during the face-off.

6.5.3 The players facing off must stand completely outside of the face-off circle. Their sticks must be equal distance from the puck in the face-off zone (See Diagram Below). Their sticks must be "on-sides", (on their team's side of the centerline of the face-off circle). For face-offs from the center circle, only the players facing off are allowed in the face-off zone until the whistle is blown.

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6.5.4 Note: team A player can be positioned any place on their side of the zone; team B player can be positioned anyplace on their side of the zone.

6.5.5 Play starts when the referee blows the whistle.

6.5.5.1 In a case where there is a hearing-impaired player, the referee shall raise his arm to indicate that play is about to start. The referee must then simultaneously blow the whistle and drop the arm toward the puck to indicate the start of play.

6.5.6 The puck must be swept out of the face-off circle in a manner such that the stick does not make contact with the center of the puck. Contact with the puck outside of the face-off circle must be made by a player other than those facing off before the players facing off can place their sticks in the center of the puck. The players who are facing off may continue to sweep at the puck until the puck is swept out of the face-off circle. After the initial sweep, the players who are facing-off may kick the puck out of the face-off circle.

6.6 Goals

6.6.1 The entire puck must pass over the goal line to count as a goal scored. The puck needs to be in the goal before the signal sounds to end the line or period for the goal to count. One point is counted for each goal scored.

6.6.2 The offensive player must put the puck into the goal with the stick from outside the goal crease area. Kicking or throwing the puck into the goal is not allowed. It is legal to kick the puck during play, but it is illegal for an offensive player to kick it into the goal. If the puck is inadvertently deflected into the goal by an offensive player or by a defending player, a goal must be allowed.

6.6.3 A goal is scored anytime the puck is put into the goal in any way by a defending player.

6.7 Minor Fouls

6.7.1 The following events shall result in a stoppage of play and a face-off at the nearest circle:

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6.7.1.1 The goalkeeper throws the puck forward to a teammate. The goalkeeper may throw the puck no more than a 45-degree angle (behind the defending side face-off circle). If the puck is thrown between the defending face-off circles it is only eligible to be played by an opposing player.

6.7.1.2 If a player directs a puck to a team member with his hands an immediate stoppage of play will result unless it is touched or controlled by an opposing player.

6.7.1.3 A player stands on the puck.

6.7.1.4 A player / goalkeeper holds the puck longer than three seconds.

6.7.1.5 A stick is cracked or broken.

6.7.1.6 A player falls in the immediate area of the puck.

6.7.1.7 A goal crease violation. A goal crease violation has occurred anytime an attacking player breaks the plane of the goal crease with his body or stick, which includes the goal crease line. Or when a defensive player breaks the plane of the goal crease with his body. The only time a defensive player may reach into the crease with their stick is for the purpose of clearing the puck out of the goal crease area. The resulting face-off shall occur in the offending player's side of the court.

6.7.2 In the event a crease violation [6.7.1.7] is called against a defensive player whose team does not have control of the puck, the referee will indicate a "delayed foul" by raising his arm. Play will not stop until the defending team gains control of the puck at which time a face-off shall occur in the offending player's side of the court.

6.8 Overtime

6.8.1 Overtime shall consist of one additional period of nine minutes with regular rotation of lines continued. The first team to score a goal shall be declared the winner. If, at the end of the overtime period, the score is still tied and no winner is needed for the competition to be completed, the game shall result in a tie. If a winner is needed, then the game continues until a goal is scored.

7. PENALTIES

7.1 Minor / Major Penalties

7.1.1 Minor penalties shall result in a 1-minute penalty for the offending player. The resulting face-off must be taken in the face-off circle of the offending team's defensive end.

7.1.2 Major penalties - any player receiving a major penalty shall be ruled off the playing surface for two minutes during which time no substitute shall be permitted. Any player receiving a "Major" penalty is ejected from the game. The referee will stop play. The timekeeper will stop the game clock. The head coach will adjust the roster/line rotation so that each player, excluding the goalkeeper, will play within one line of each other. The player shall be substituted for by a teammate who shall serve the 2-minute penalty. The resulting face-off shall be taken in the offending team's defensive end. Even if a goal(s) is scored while the team is short-handed for the major penalty, the player serving the 2-minute penalty may not return to the game before the two minutes have elapsed.

7.1.3 Note: If the goalkeeper is assessed a major penalty it shall be recorded on the game sheet and a substitute player will assume the position in goal. The score sheet shall be adjusted according to the equal playing rules as defined above.

7.2 Holding

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7.2.1 A minor penalty shall be imposed on a player who impedes progress of an opposing player with hands or stick or in any other way.

7.3 Tripping

7.3.1 A minor or major penalty shall be imposed on any player who shall place his stick, foot, arm, hand, elbow, or extends the leg (Leg Checking) or body from the front or from behind, in such a manner that it shall cause his opponent to trip or fall.

7.3.2 Note: Accidental trips that occur simultaneously with or after a stoppage of play will not be penalized.

7.3.3 A major penalty shall be assessed to any player who injures an opponent as a result of a foul committed by tripping or leg checking.

7.4 Charging

7.4.1 A minor or a major penalty shall be imposed on a player who runs or jumps into or charges an opponent.

7.4.2 Note: If more than two steps or strides are taken, it shall be considered “charging.”

7.4.3 When a player injures an opponent as the result of “Charging” the referee shall have no alternative but to impose a major penalty on the offending player.

7.4.4 A minor or a major penalty shall be imposed on a player who body checks or charges another player.

7.5 Interference

7.5.1 A minor penalty shall be imposed on a player who impedes the progress of an opponent who is not in possession of the puck or prevents a player from playing the puck without attempting to play the puck himself.

7.6 Delay of Game

7.6.1 A minor penalty shall be imposed on any player or goalkeeper who delays the game by lying or standing on the puck or by gathering the puck into his body or by deliberately shooting or batting the puck with his stick outside the playing area to prevent the opposing team from gaining advantage.

7.6.2 Note: This penalty shall apply also when a player or goalkeeper deliberately bats or shoots the puck with his stick outside the playing area after a stoppage of play.

7.6.3 If coaches other than the designated "head coach" try to discuss rules and rules interpretation with the referees during the game, the referee may assess a bench minor penalty for Delay of Game.

7.6.4 Note: Any player who drops to his knees to block a shot should not be penalized if the puck is shot under him or becomes lodged in his clothing or equipment.

7.6.5 Note: Play shall be stopped when a player accidentally falls on the puck or in the immediate vicinity of the puck. No penalty shall be imposed, and a face-off shall occur at the closest face-off location

7.7 Hooking

7.7.1 A minor or major penalty shall be imposed on a player who impedes or seeks to impede the progress of an opponent by "hooking" with his stick. Hooking is defined as a player using their stick to slow, stop or directs an opponent.

7.7.2 A major penalty shall be imposed on any player who injures an opponent by "hooking".

7.8 Slashing

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7.8.1 A minor or major penalty shall be imposed on any player who slashes or attempts to slash an opponent with his stick.

7.8.2 A major penalty shall be imposed on any player who injures an opponent by slashing.

7.8.3 Note: Referees should penalize as "slashing" any player who swings his stick at any opposing player (whether in or out of range) without actually striking him or where a player on the pretext of playing the puck makes a wild swing at the puck with the object of intimidating an opponent.

7.8.4 Any player who swings his stick at another player in the course of any altercation shall be subject to a game expulsion penalty.

7.8.5 Note: The referee shall impose the normal appropriate penalty provided in the other sections of this rule and shall, in addition, report on the game sheet report.

7.9 Kicking

7.9.1 A minor or major penalty shall be imposed on any player or goalkeeper who kicks or attempts to kick another player.

7.10 High Sticking

7.10.1 A player's / goalkeeper's stick must be held below his/her shoulder level at all times. The referee may assess a minor or a major penalty on any player violating this rule.

7.10.2 A major penalty shall be imposed on any player who injures an opponent by the use of a high stick.

7.10.3 A goal scored from a stick so carried shall not be allowed, except by a player of the defending team.

7.10.4 Batting the puck above the normal height of the shoulders with the stick is prohibited and when it occurs play shall be stopped immediately, a penalty shall be assessed and the ensuing face-off shall occur in the offending team's zone.

7.11 Roughing

7.11.1 A minor or a major penalty shall be imposed on any player who (as an example) uses his elbow or knee in such a manner as to in any way foul an opponent.

7.11.2 A major penalty shall be imposed on any player who injures an opponent as the result of a foul committed by roughing.

7.12 Goalkeeper Infractions

7.12.1 A minor penalty shall be imposed for a goalkeeper that steps outside his goal crease. Goalkeeper must have both feet within the goal crease boundaries.

7.12.2 Goalie must play from a standing position. If the goalkeeper sits, lies down, kneels on the ground, or holds the stick horizontally along the floor during play. The goalkeeper will be warned the first time. A goalkeeper may go to the ground while making a save or to smother the puck.

7.12.3 Note: There will be a delayed penalty if the goalie comes out of the crease and the other team has possession of the puck.

7.13 Checking/Charging from Behind

7.13.1 A minor or major penalty shall be imposed on any player who body checks or pushes an opponent from behind.

7.13.2 When a player injures an opponent as the result of "Checking/Charging from Behind" the referee shall have no alternative but to impose a major penalty on the offending player.

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7.13.3 Note: Checking from behind may also be treated as Attempt to Injure or Deliberate Injury of an Opponent.

7.13.4 A major penalty shall be imposed on any player who body checks or pushes an opponent from behind head first into the side boards, end boards or goal frame or out of bounds mark area.

7.14 Cross Checking

7.14.1 A minor or a major penalty shall be imposed on a player who “cross-checks” an opponent.

7.14.2 Note: “Cross-check” shall mean a check delivered with both hands on the stick and no part of the stick on the playing surface.

7.14.3 A major penalty shall be imposed on any player who injures an opponent by “cross-checking.”

7.15 Abuse of Officials

7.15.1 Note: In the enforcement of this rule the referee has, in many instances, the option of imposing a “bench minor penalty,” “minor penalty” or a “major penalty”. In principle, the referee is directed to impose a “bench minor penalty” or “major penalty” in respect to the violations that occur on or in the immediate vicinity of the players’ bench but off the playing surface, and in all cases affecting non-playing personnel or players. A “minor penalty or, “major penalty” should be imposed for violations that occur on the playing surface or in the penalty bench area and where the penalized player is readily identifiable.

7.15.2 Any player who challenges or disputes the rulings of any Official shall be assessed a minor penalty for unsportsmanlike conduct. If the player persists in such challenge or dispute, he shall be assessed a major penalty.

7.15.3 Any player who shoots the puck after the whistle has been blown shall be assessed a minor penalty for unsportsmanlike conduct if, in the opinion of the referee, the player had sufficient time after the whistle to refrain from taking such shot.

7.15.4 If any player is guilty of any one of the following, his team shall be assessed a bench minor penalty:

7.15.5 In the vicinity of the players’ bench, using obscene, profane or abusive language to any person or any Official.

7.15.6 In the vicinity of the players’ bench or penalty bench, throwing anything into the playing area during the progress of the game or during a stoppage of play.

7.16 Game Sheets – Start of Game

7.16.1 A Bench minor penalty shall be imposed on a team that does not submit its game sheet (score sheet) ten (10) minutes prior to the scheduled start of the game.

7.16.2 Note: When serving a Minor or Major penalty and a line change occurs a player designated by the head coach from the incoming line shall serve the balance of the penalty.

7.17 Rule Clarification

7.17.1 If a goal is scored against the team which is short-handed, the player serving the penalty may return to the game even if the penalty time has not elapsed. A team shall not be required to play with fewer than four players. If more than two players are penalized during the same time, penalties shall be served in succession.

7.17.2 Note: Definition - "Short-handed" means that the Team is below the numerical strength of its opponents on the court at the time the goal is scored. See the following examples:

7.17.3 A coincidental minor penalty results in both teams playing at equal strength. Players will sit the entire penalty whether a goal is scored or not.

7.17.4 Example: Team A gets a minor penalty and is "short-handed", Team B gets a minor penalty 30 seconds later. Both teams are considered to be equal strength until the end of Team A’s

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penalty at that time Team B will be "short-handed" for the remaining 30 seconds of their player's penalty.

7.17.5 If the goalkeeper commits a minor penalty, a teammate playing on the court at the time of the penalty will serve the 1-minute penalty for the goalkeeper.

7.17.6 In the event a penalty is called against a player whose team does not have control of the puck, the referee will indicate a "delayed penalty" by raising his arm. Play will not stop until the defending team gains control of the puck. The full duration of the penalty shall be enacted at the time play is stopped.

7.17.7 The team's conduct before, during, and after the game is the responsibility of the head coach. If the referee determines that a team's play is too rough or inappropriate the referee will give the head coach one warning and then the head coach may be subject to a one-minute penalty for unsportsmanlike conduct. If the problem persists the head coach may receive a two-minute major penalty and be removed from the game.

7.18 Fighting

7.18.1 A major penalty shall be imposed on any player who engages in fighting.

7.18.2 Note 1: The Referee is provided very wide latitude in the penalties that he may impose under this rule. This is done intentionally to enable him to differentiate between the obvious degrees of responsibility of the participants either for starting the fighting or persisting in continuing the fighting. The discretion provided shall be exercised realistically.

7.18.3 Other possible situations were a referee may assess a fighting major penalty:

7.18.4 A major penalty shall be imposed on any player involved in fighting off the playing surface or with another player who is off the playing surface before, during, or after the game.

7.18.5 A major penalty shall be imposed on any player or goalkeeper who is the first to intervene in an altercation in progress. This penalty is in addition to any other penalty incurred in the same incident.

7.19 Deliberately Attempting to Injure a Player

7.19.1 A major penalty shall be imposed on any player who deliberately injures or attempts to injure an opponent and the circumstances shall be reported to the proper authorities.

7.19.2 A major penalty shall be imposed on any player who deliberately injures or attempts to injure a Team Official or Game Official in any manner and the circumstances shall be reported to the proper authorities.

7.20 Three Minor Penalties

7.20.1 A player(s) that has received 3 minor or bench minor penalties in one game shall receive a major penalty and will be removed from the current game.

8. UNIFIED SPORTS TEAM COMPETITION

8.1 Roster

8.1.1 The roster shall contain a proportionate number of Special Olympics Athletes and Unified Sports Partners.

8.2 Line-up

8.2.1 During competition, the line-up can contain no more than three partners on the court at any one time.

8.2.2 Equal playing rules as outlined for traditional Floor Hockey teams in section 6.3.1 apply for all players including the goalkeeper.

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8.3 Coach

8.3.1 Each team shall have a non-playing head coach.

8.4 Matching Athletes and Partners

8.4.1 Selection of Special Olympics Athletes and Unified Sports Partners of similar age and ability is required for Unified Sports training and competition in Floor Hockey. Significant risk of injury could result from teams where athletes and partners are poorly matched.

9. INDIVIDUAL SKILLS COMPETITION

9.1 Shoot Around the Goal

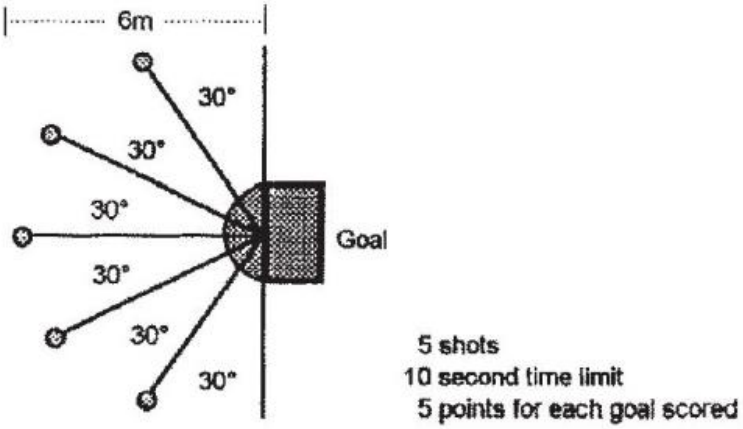
9.1.1 Purpose: To evaluate the athlete's shooting accuracy and power as well as the athlete's ability to score goals from any angle, given a time constraint.

9.1.2 Equipment: floor hockey sticks, five pucks, tape, stopwatch, goal.

9.1.3 Description: Athlete takes one shot on goal from five different spots around the goal. These spots are located at the end points of five 6-meter long rays which start from a common point at the center of the goal line. Each ray is drawn such that it creates a 30-degree angle with the goal line extended or with a previously drawn ray. The athlete has a 10-second time limit to shoot all the pucks. One puck shall be at each spot before the athlete starts shooting.

9.1.4 Scoring: Each puck which completely crosses the goal line into the goal is worth five points. The score is the total of the five shots; 25 points maximum. (If a puck is deflected from entering the goal by a previously shot puck and the official believes it would have been a goal, then the full 5 points may be awarded).

9.1.5 Diagram:



9.2 Pass

9.2.1 Purpose: To evaluate the athlete's control and accuracy when passing the puck.

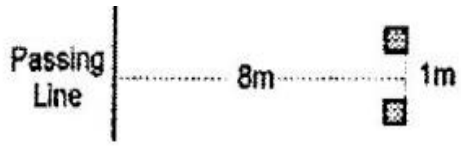
9.2.2 Equipment: floor hockey sticks, puck, tape, marker cones.

9.2.3 Description: Athlete makes five passes from behind a line. Athlete tries to pass the puck between two cones (1 meter apart) which are placed 8 meter from the passing line.

9.2.4 Scoring: Each time the puck completely crosses the line between the two cones, the athlete shall be awarded five points. If the puck hits the cone and completely crosses the line, the athlete shall be awarded three points. The athlete's total score is the sum of the scores from the five passes; 25 points maximum.

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9.2.5 Diagram:



5 passes
5 points for each successful pass

▩ indicates traffic cone

9.3 Stickhandling

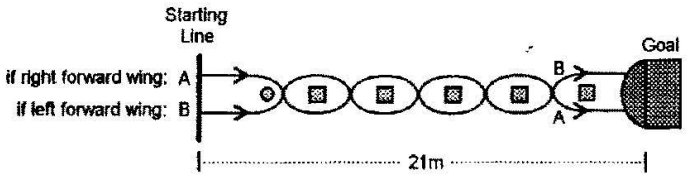
9.3.1 Purpose: To evaluate the athlete's speed and ability to handle the puck.

9.3.2 Equipment: floor hockey sticks, puck, six marker cones, tape, stopwatch, goal.

9.3.3 Description: An Athlete stickhandles the puck from a starting line through a course defined by cones, and shoots the puck at the goal. The distance from start line shall be 21 meter. The cones shall be placed in a straight line at intervals of 3 meter. The clock stops when the puck passes the goal line.

9.3.4 Scoring: The time consumed stickhandling is subtracted from 25. For any cones missed, subtract one point each. Five bonus points are given if the athlete scores a goal.

9.3.5 Diagram:



▩ - Indicates obstacle
Athlete follows either line A or B in direction of arrows

SCORING CHART
25
- ___ (time elapsed)
- ___ (1 pt. for each cone missed)
+ 5 (bonus if goal is scored)
TOTAL

9.4 Shoot for Accuracy

9.4.1 Purpose: To evaluate the athlete's accuracy, power and ability to score by shooting the puck into specific areas of the goal.

9.4.2 Equipment: floor hockey sticks, puck, goal, tape or rope.

9.4.3 Description: Athlete takes five shots on goal from behind a line that is 5 meter from and directly in front of the goal. Six sections are defined within the goal by rope or tape as shown in the diagram. The vertical ropes or tapes are hung 45 centimeter in from each goal post. The horizontal rope or tape is strung 30 centimeter above the floor.

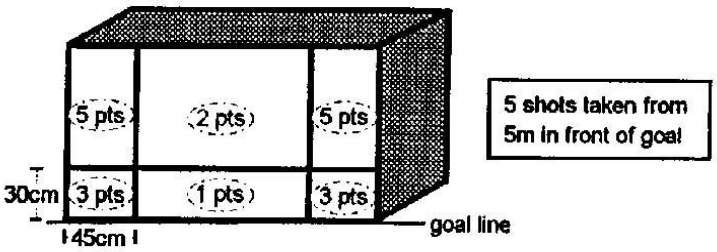
9.4.4 Scoring:

9.4.4.1 The goal is divided into point sections as follows:
5 points for any shot entering the goal in either of the upper corners.
3 points for any shot entering the goal in either of the lower corners.
2 points for any shot entering the goal in the upper middle section.
1 point for any shot entering the goal in the lower middle section.

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9.4.5 Each shot must completely cross the goal line into the goal for athlete to receive any points, except if the rope or tape stopped the puck from crossing the goal line. In this case, give the point total for the lesser section. The score is the total of these five shots; 25 points maximum.

9.4.6 Diagram



9.5 Defense

9.5.1 Purpose: To evaluate the athlete's skills associated with defense such as stealing the puck, pressing the opponents, stick checking, and staying between the opponents.

9.5.2 Equipment: three floor hockey sticks, three pucks, four cones, and stopwatch.

9.5.3 Description: Athlete gets two attempts to steal the puck (gain control of the puck) from two opponents who try to keep it away from the athlete being tested. Athlete has 15 seconds on each attempt to steal the puck which is passed between opponents stationed in the face-off circles in a half-playing surface area (12 m by 12 m).

9.5.4 Scoring: Each steal is worth 10 points (one steal for each attempt). If the puck is not stolen, the athlete may score up to:

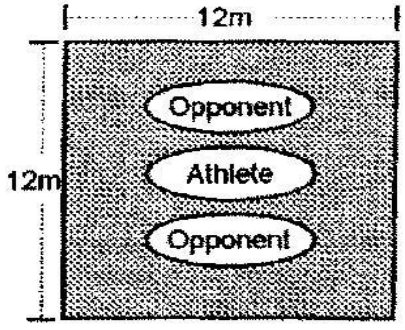
1 point for pressing the opponents;

1 point for trying to stay between the opponents;

2 points for trying to stick check opponent with puck;

20 points maximum.

9.5.5 Diagram:



2 attempts to steal the puck
15 seconds per attempt

9.5.6 Note: Coaches should put opponents who are of similar ability on the floor at the same time.

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9.6 Final Score

9.6.1 A player's final score is determined by adding together the scores achieved in each of the five events which comprise the Individual Skills Contest.

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