

SPECIAL OLYMPICS BC - Floor Hockey

Criteria for Sanctioning of Competition

SPORT RULES

Refer to SOC Sport Rules and SOBC Exceptions to the SOC Sport Rules (if applicable). Rules can be found on the Special Olympics BC website www.specialolympics.bc.ca at

Resources → Sport Rules, Resources and Videos → Floor Hockey

RULES - EXCEPTIONS TO THE SPECIAL OLYMPICS CANADA, (SOC) RULES.

Exceptions to the SOC rules: please note that these rule exceptions only apply to Local, Regional and where noted, Provincial Games. Athletes and Coaches must be aware that all competitions outside of the above would be governed by SOC rules and the rules of that Sport's Governing Body.

1. The minimum number of athletes at local and regional competitions and for a team going to Provincial Games is thirteen (13).
2. In tournaments that have 4 divisions, D level coaches will be allowed to play athletes in one position only such as defence or forward. This may result in players having more than 1 shift change difference. At the D level, athletes often have difficulty understanding and learning more than 1 position. This would help to develop the athletes self confidence in their ability and therefore allow for a successful sport experience.
3. Scorekeepers must have coaches sign score sheets at the end of the tournament. The director of tournament play will oversee all referees, timekeepers and scorekeepers at the competition. This will ensure that scores are agreed upon by both teams before the score is made final. Once the score sheet is signed a protest CANNOT proceed.
4. Where a divisioning round is necessary, a coaches meeting will be held after the teams are divisioned. This will give coaches some input as to where and why their team should be seeded in which division. If the head coach is not satisfied with where his/her team is divisioned he/she may appeal the decision in writing within 5 minutes of the divisioning being posted. The divisioning committee will consider the appeal. Upon a decision, all head coaches will be notified by the divisioning committee of any changes that have been made. Only one appeal per team is allowed. Once the first set of appeals have been heard, the decision from the divisioning committee will be final.

DIVISIONING

Due to the facility and time restrictions often faced at a Regional Qualifier the following divisioning procedure is suggested.

1. Local Coaches are required to complete the pre-competition questionnaire and submit it to the Competition Coordinator 30 days prior to the start of the competition.
2. Teams are to be divisioned in preliminary divisions based on the information presented on the teams' questionnaire.
3. Teams will be required to play a maximum of two (2) divisioning games before the start of the competition.
4. Divisioning games are to be conducted under the rules and regulations as they appear in the Special Olympics Canada Official Rules Book.
5. Within 30 minutes of each teams' final divisioning game they are required to submit the post divisioning questionnaire to the tournament director.
6. Following the divisioning round teams are to be divisioned according to the Special Olympics Canada Official Divisioning Process.

INDIVIDUAL SKILLS COMPETITION

Host communities wishing to hold the Regional Qualifier are required as part of the sanctioning process to include a Developmental Skills Contest as an option for athletes and coaches to compete in.

The individual skills contest, as described in the Official Special Olympics Winter Sport Rules, (see attached) will be considered "competition" for developmental athletes. Athletes participating at this level at a regional qualifier may not compete in the team competition at the qualifier.

FACILITY

The following is a minimum list of facility requirements:

- Access to washroom facilities for Male and Female participants
- Separate changing facilities for Male and Female participants
- Fully accessible to all participants, i.e. participants with a physical disability.
- Adequate space to ensure that spectators are not on the floor during games, (this will be left up to the discretion of the game Referee).

Playing surface setup - Refer to the Special Olympics Official Sport Rules

SPORT OFFICIALS

The following must be adhered to with respect to officiating:

Each game must have two SOBC certified referees officiating.

At least one referee must have previous experience refereeing floor hockey in Special Olympics at the level of the teams competing, i.e. if officiating a "B" division game, should have previously officiated a "B" or higher division game.

- 1) All referees must be knowledgeable of the SOC Rules and Regulations regarding the governance of a Special Olympics Floor Hockey Competition.
- 2) There shall be a minimum of three individuals per game fulfilling the roles of scorekeeper, timekeeper and line monitor (ideally five individuals: one timekeeper, 2 scorekeepers/line monitors and 2 penalty keepers).
- 3) Teams must hand in their Line Monitoring/Score sheet to the official's table 15 minutes before the start of the game.
- 4) The officiating table shall monitor lines of play, record goals and assists and record penalties on Official SOBC scoresheets.
- 5) Both referees as well as the head coach for each team immediately following the completion of each game must sign the Official SOBC Game Sheet. Scorekeepers are not required to sign the scoresheet but must include their printed names in the appropriate area.

Host communities must identify a Chief Referee prior to making their application for sanctioning to the Provincial Office of Special Olympics BC. For assistance in recruiting individuals appropriate for these roles please contact the SOBC Provincial Office.

MEDICAL REQUIREMENTS

The following are the minimum requirements for medical coverage at sanctioned Special Olympics BC Floor Hockey competition.

- Two (2) First Aid attendants - (standard certification) - per playing surface

SOBC – FLOOR HOCKEY

INDIVIDUAL SKILLS CONTEST

EVENT NUMBER ONE – SHOOT AROUND GOAL

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.

EQUIPMENT

- Floor hockey stick, 5 pucks, tape, stopwatch, goal

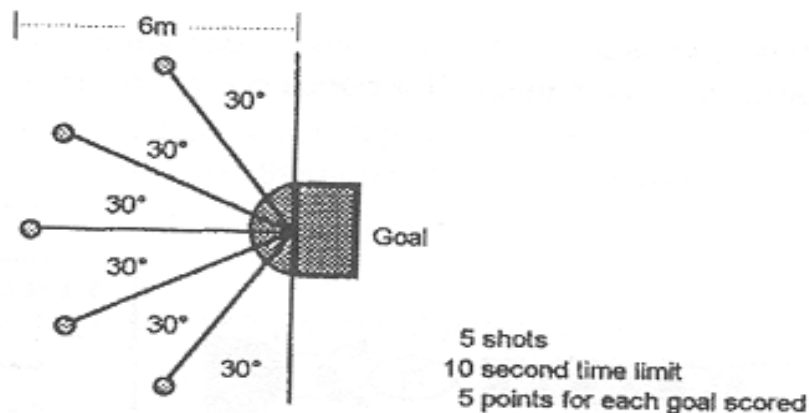
DESCRIPTION

- 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.

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.

DIAGRAM



EVENT NUMBER TWO – PASS

PURPOSE

- To evaluate the athlete's control and accuracy when passing the puck.

EQUIPMENT

- Floor hockey stick, puck, tape, marker cones

DESCRIPTION

- Athlete makes five passes from behind a line. Athlete tries to pass the puck between two cones (one meter apart) which are placed 8 meters from the passing line.

SCORING

- Each time the puck completely crosses the line between the two cones, the athlete shall be awarded 5 points. If the puck hits the cone and completely crosses the line, the athlete shall be awarded 3 points. The athlete's total score is the sum of the scores from the five passes; 25 points maximum.

DIAGRAM



5 passes

5 points for each successful pass

 indicates traffic cone

EVENT NUMBER THREE – STICKHANDLING

PURPOSE

- To evaluate the athlete's speed and ability to handle the puck.

EQUIPMENT

- Floor hockey stick, puck, 6 marker cones, tape, stopwatch and goal

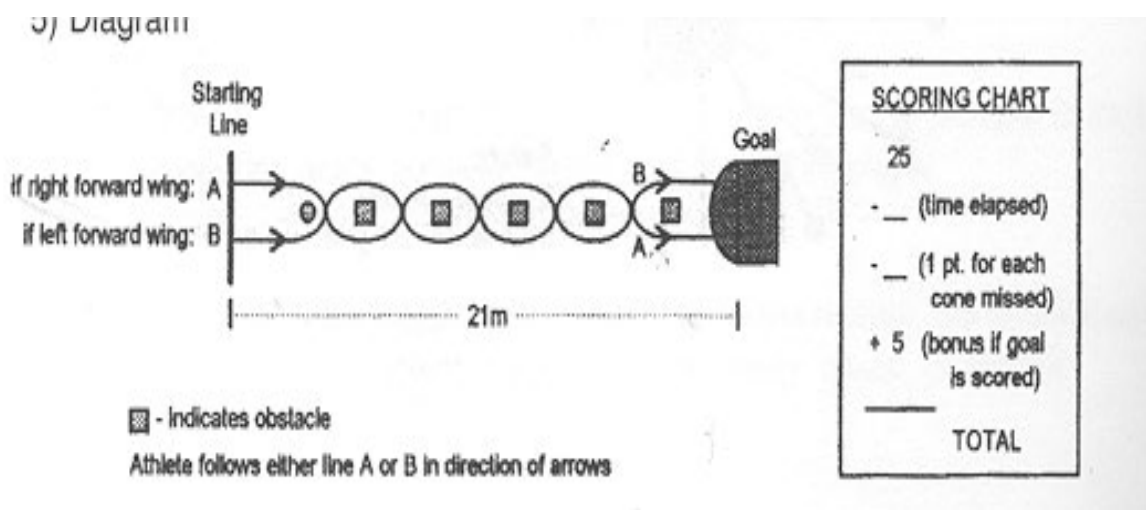
DESCRIPTION

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

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.

DIAGRAM



EVENT NUMBER FOUR – SHOOT FOR ACCURACY

PURPOSE

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

EQUIPMENT

- Floor hockey stick, puck, tape, goal

DESCRIPTION

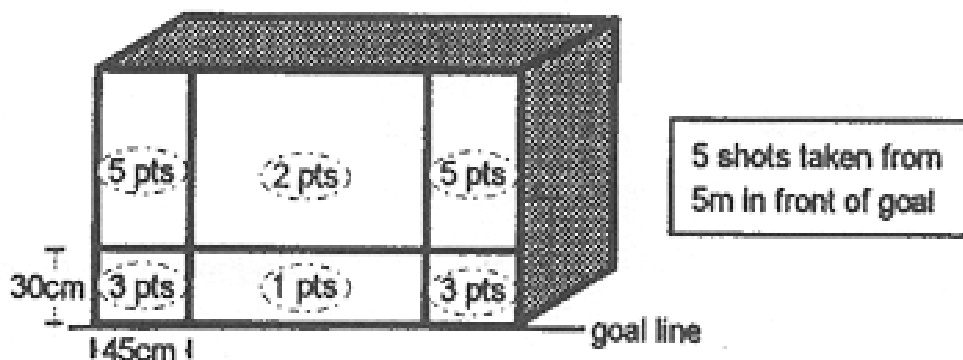
- Athlete takes five shots on goal from behind a line that is 5 meters from and directly in front of the goal. Six sections are defined within the goal by rope or tape as shown in the diagram. The vertical ropes or tapes are hung 45cm (18") in from each goal post. The horizontal rope or tape is strung 30 cm (12") above the floor.

SCORING

- 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
- 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.

DIAGRAM

Diagram.



EVENT NUMBER FIVE – DEFENSE

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.

EQUIPMENT

- 3 Floor hockey sticks, 3 pucks, 4 marker cones, stopwatch

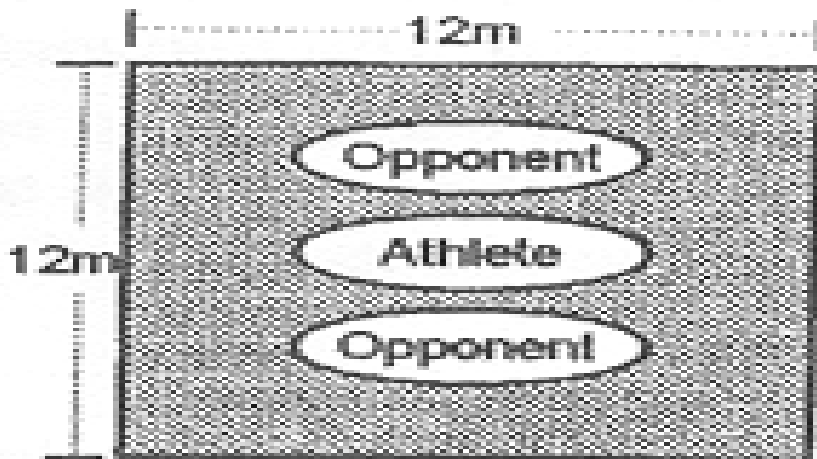
DESCRIPTION

- 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 a playing surface are (12m x 12m).

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 the opponents with puck;
 - 20 points maximum

DIAGRAM



SCOREKEEPER/LINE MONITOR (one for each team)

Job Description

- To record, in detail, the goals and penalties for one team.
- To record all the goals scored by both teams.
- To check that the athletes play in proper rotation and play an equal number of lines within one line, except the goalie.
- To ensure the entire score sheet is completed and submitted to the tournament organizer.

Details

1. **15 minutes** prior to the start of the game, the coach submits to the Scorekeeper the list of athletes including numbers . The goalkeeper(s) is listed last. This is done on the official Game Score Sheet. (It may be necessary for the Scorekeeper to provide the Game Score Sheet to the coach if the tournament organizer has not already done so.) The lines that each athlete will play are marked with a single **diagonal line /** .
2. The Scorekeeper checks that no athlete exceeds the total number of lines played by any other team mate by more than one line. The goal keeper may play the entire game or may split playing time.
3. The Scorekeeper obtains and records the information at the top of the Game Score Sheet.
4. The Scorekeeper gives a copy of the Game Score Sheet to the coach and one to the coach for the opponent team.
5. When the game is about to begin, the 5 athletes on the 1st line stand with their backs to the scorekeeper. The Scorekeeper completes the “ X “ to indicate the players that are on the floor. The goalie must also be recorded with an “ X “.

As each line comes out, the 5 athletes must stand with their backs to the Scorekeeper until they have been marked in. The Scorekeeper monitors that no athlete plays more than one shift more than any other athlete by the end of the game with the exception of the goalkeeper. If there is a problem, notify the referee.
6. If an athlete is injured “I” or ejected “E”, record an “I” or “E” over the “X” when this occurs. Injured or ejected athletes must be replaced by the next person in the line monitoring sequence. When an athlete is replaced, the new athlete is recorded with an “S”, substitute. It will count for a line of play for the substitute which means that there will be adjustments necessary in subsequent lines in order that athletes have equal playing time, within one line, by the end of the game. The opponent coach needs to be advised of changes in lines not yet played. If the team official (coach) does not adhere to this rule, alert the referee. An injured player may return to the game and continue in rotation.
7. a) Goals and penalties are recorded as they occur. The referee will report the # of the athlete who scores the goal and the # of the athlete and the type of penalty in the case of infractions. The Scorekeeper records these under “Goals” and “Penalties” for the team they are monitoring. The period in which they occur must be included.

b) When the team **or** the opponent scores, this is noted at the bottom of the score sheet. At the end of each period, the number of goals for the period are recorded in the bottom right boxes. A perpendicular line can be drawn after each period on the score tabulation at the bottom. If there is a flip score board, goals should be posted as they are scored.
8. At the end of the game, both Scorekeepers check that the final totals are the same. The Scorekeeper has the coaches of both teams and the referees sign the Official Score Sheet. The Scorekeepers join the white copy of each team’s Game Score Sheet and have them ready for the tournament organizer to collect in order to post scores on the Results Board.

TIMEKEEPER

Job Description

- To time the game.
- To indicate time for line changes.
- To time penalties.

Details

1. The timekeeper should become familiar with the clock and stopwatch prior to the game. If the clock is a table model, it can be used to time the lines but a stopwatch should be used to time the penalties. If it is a wall game clock, both the game and penalties may be timed on the game clock (see Timekeeper's Penalty Worksheet – columns 5 and 6). A stopwatch is useful for time outs.
2. Game time – three 12 minute periods with 1 minute between each period. Four 3 minute shifts within each period (see Timekeeper Mark Off Sheet). The timekeeper puts a check as each line is completed. The sheet can be used for 3 games.
3. The timekeeper signals the start of the game to the referee. The referee blows the whistle to begin play and the clock is started. After 3 minutes of continuous running time, the clock will buzz to indicate a line change. The timekeeper stops the clock and resets it for 3 minutes. When the new line is in position and the referee blow the whistle, the clock is started again. After a total of four 3 minute shifts, the timekeeper announces “**end of period**” and sets the clock for 1 minute. After 1 minute, the timekeeper announces the beginning of the second period. Play resumes on the referee's whistle and the clock is started again for 3 minutes. The 3 periods are timed in this manner with 1 minute between each period. The timekeeper announces “**last minute**” when there is 1 minute remaining in the game and uses stopped time for this part of the game. If the buzzer on the clock is not loud enough, the timekeeper can throw a towel towards the referee. Care must be taken not to cause athletes to trip on the towel. Some referees do not like this, in which case the timekeeper shouts “**line change**” if they do not hear the buzzer.
4. All time is **running time** on the clock (don't stop it) **except**
 - last minute of the game is stopped time (every time the whistle blows, stop the clock)
 - “time-out” request: one per team per game (have scorekeeper record in box on bottom left of score sheet)
 - between shifts (line changes)
 - player substitution (in case of injury or ejection)
 - assessment of penalties
 - at the referees discretion
5. Penalties – When an athlete receives a penalty, he/she is brought to the penalty box by the referee. The referee will state the athlete's number and the penalty.

Minor penalties: 1 minute – The timekeeper uses the Timekeepers Penalty Worksheet to keep track of the time served and who is serving it. If there is a line change before the penalty is over, an athlete on the next line must serve the remaining time of the penalty.

- The penalty is over after 1 minute of playing time or if the other team scores.

- If two players are in the penalty box, the first penalty assessed will be terminated if a goal is scored against that team.
- If a team has more than two penalties, the third will not start until the first is over. There can be no less than 4 players including the goalkeeper on the floor.
- If a player has 3 penalties in a game, he/she will be ejected for the rest of the game. Advise the referee when an athlete is serving his second penalty and when a third has occurred.

The Timekeeper* must advise the athlete in the penalty box when it is time to re-enter the game.

Game Misconduct: The athlete is ejected for the remainder of the game. The next player in the line-up will replace that player and the shifts will continue in sequence without that player.

*Penalty Keepers – Where possible, penalty keepers (one for each team) will assume the responsibility for timing penalties using a stop watch and advise players when to re-enter the game. Penalty Keepers can assist the scorekeepers in monitoring the line changes by calling the numbers as new lines stand in front of the “B” Officials table.

Appendix II

FLOOR HOCKEY GAME SCORE SHEET

TEAM _____ **AREA** _____ **DIVISION** _____ **OPPONENT** _____
Scorekeeper _____ **Timekeeper** _____ **Time** _____ **Date** _____

		Lines Played in Game														Goals		Penalties		
		Period 1				Period 2				Period 3				Total						
#	Athlete's Name	1	2	3	4	1	2	3	4	1	2	3	4		#	Period	#	Penalty	Period	

	PERIOD				TOTAL
		1	2	3	
TEAM					
OPPONENT					

COACHES 1) _____ 2) _____ REFEREES 1) _____ 2) _____

TIMEKEEPERS MARK OFF SHEET

		Game 1	Game 2	Game 3
Period 1	3 minutes running time	_____	_____	_____
	3 minutes running time	_____	_____	_____
	3 minutes running time	_____	_____	_____
	3 minutes running time	_____	_____	_____
Period break	1 minute running time	_____	_____	_____
Period 2	3 minutes running time	_____	_____	_____
	3 minutes running time	_____	_____	_____
	3 minutes running time	_____	_____	_____
	3 minutes running time	_____	_____	_____
Period break	1 minute running time	_____	_____	_____
Period 3	3 minutes running time	_____	_____	_____
	3 minutes running time	_____	_____	_____
	3 minutes running time	_____	_____	_____
	2 minutes running time last 1 minute stop time	_____	_____	_____

TIME OUT: 1 minute running time on stopwatch – each team allowed 1 per period

TEAM _____ 1 2 3

TEAM _____ 1 2 3

TIMEKEEPERS PENALTY WORKSHEET

PERIOD	PLAYER #	PENALTY IMPOSED	PLAYER (S) SERVING	START	FINISH

This is a worksheet to help time penalties. It is not an official document.