

## **SPECIAL OLYMPICS BC - Floor Hockey**

### **Criteria for Sanctioning of Competition**

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

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

1. To minimize the injury factor on the floor, no athlete is allowed in the crease area.
2. When an attacking team has possession of the puck in the opposition zone and the opposition player steps into the crease, play will continue until the opposition touches the puck. This is similar to a delay call such as an off side call in ice hockey.
3. If the attacking team has the puck with the possibility to score, any opposing player can step into the crease and stop the puck from entering the goal, no stoppage in play. Therefore stopping the opportunity for a scoring chance by the attacking team.
4. In D level floor hockey, coaches will be all to play athletes in one (1) position only such as defense or forward. This may result in players having more than one (1) shift change difference. At the D level, athletes often have difficulty understanding and learning more than one (1) position. This would help to develop the athletes' self-confidence in their ability and therefore allow for a successful sport experience.
5. Hockey gloves, shin pads, elbow pads, CSA approved helmets and CSA approved full face masks and athletic supports (for males) are mandatory for all levels of floor hockey athlete. Any athlete not wearing protective gear will be refused access to the Floor Hockey activity, which includes any practice or game.
6. Score keepers must have coaches sign score sheets at the end of the game. The director of tournament play will oversee all referees, timekeepers and scorekeepers at the competition. This will ensure that both teams agree upon scores before the score is made final. Once the score sheet is signed a protest CANNOT proceed.
7. Where a seeding round is necessary, a coaches' meeting will be held after the teams are seeded. This will give coaches some input as to where and why their teams were seeded in the division in which they find themselves. If the head coach is not satisfied with where his/her team is seeded he/she may appeal the decision in writing within five (5) minutes of the seeding being posted. Upon a decision, all head coaches will be notified by the seeding committee of any changes that have been made. Only one (1) appeal per team is allowed. Once the first set of appeals have been heard, the decision from the seeding 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 set-up - Refer to the Special Olympics Official Sport Rules - attached

## **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

**ARTICLE XIII**

**Floor Hockey**

The following Special Olympics Canada (SOC) Sports Rules shall govern all SOC floor hockey competitions.

The Floor Hockey Rules have been broken into the following sections:

*Section A – Playing Area*

*Section D – Officials*

*Section B – Teams*

*Section E – Rules of Play*

*Section C – Equipment*

*Section F - Infractions*

**SECTION A**

**Playing Area**

**A-1- Playing Area Dimensions (as per rule 1)**

The rules within this section pertain to the playing area and the floor markings.

- I. The playing surface shall be a maximum of **17m x 31.6m (56' x 103.7')** and a minimum of **12m x 24m (40' x 80')** on a level surface and properly marked for Floor Hockey. **The standard size shall be 14.6m x 26.8m (48' x 88')**.

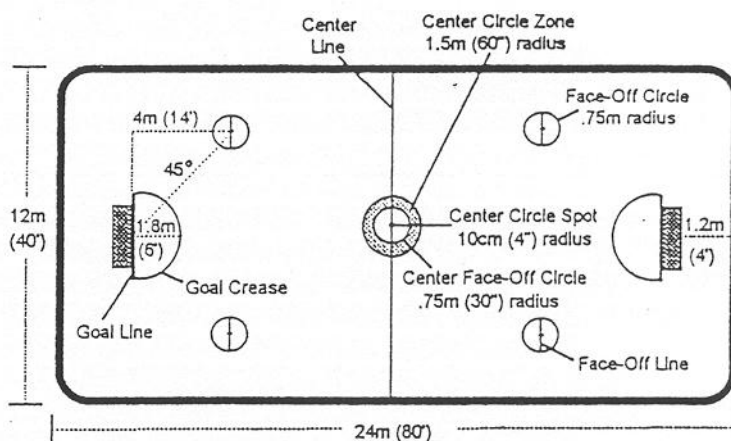


Diagram 1:

- II. The playing area may be defined by lines or boundary boards. Boundary boards must be constructed of quality sturdy material and 1.1m – 1.2m (42” – 48”) in height. If boundary boards of this dimension are not available no boards less than these requirements shall be used. Appropriate marking tape may be used in place of boundary boards.
- III. The playing area will be free from any unguarded projections which a player could encounter in the normal course of play.

#### ***A-2 - Division of Playing Surface***

- I. A 5 cm (2 in.) wide line shall be marked and extend between the two front goal posts. This line shall be known as the "Goal Line".
- II. A line parallel to the goal lines and midway between them shall be marked on the playing surface. This line shall divide the playing surface, hereafter referred to as "the floor", into two equal areas, and be known as the "Centre Line".

#### ***A-3 - Goal Nets***

- I. There shall be a set of goal nets placed at either end of the playing surface (see C-7 for dimensions).

#### ***A-4 - Goal Crease***

- I. In front of each goal, a "Goal Crease" area shall be marked.
- II. The goal crease shall extend 1 ft. from either side of the goal post and 1.82 m (6ft) from the center goal line. These points shall be joined by a curved line to form the goal crease. See Diagram 1.

*NOTE:* These dimensions will not produce an exact semi-circle.

#### ***A-5 - Centre Face-off Location***

- I. The centre circle spot is a line 10cm (4 in) in length perpendicular to the centre line or a circular spot 10cm (4 in) in radius to be marked in the centre of the centre face-off circle (Refer to Diagram 1).
- II. The centre face-off circle is a circle with a radius of 0.75m (30in.) and a line width of 5cm (2in.) to be marked outside the centre circle spot (Refer to Diagram 1).
- III. The centre circle zone is a circle with a radius of 1.5m (5 ft.) and a line 5cm (2 in.) in width to be marked outside the centre court face-off circle (Refer to Diagram 1).

### ***A-6 – Other Face-Off Locations***

- I. The face-off circles shall be marked with a circular spot of 10cm (4 in.) in radius or a line of 10cm (4in.) in length in the centre of each circle. There are two face-off circles in each half of the playing surface, each circle located at a 45 degree angle from the centre of the goal line. The centre face-off spot of each face-off circle is determined by measuring a point of 4m (13 ft.) from that point toward the centerline. Each circle has a radius of 0.75m (30 in.) and a line drawn through the centre point of the face-off circle that is parallel to the centre line (Refer to Diagram 1).

### ***A-7 - Players' Benches***

- I. A location will be designated for home and visitors teams to be known as players' benches.
- II. The Home Team shall have the choice of players' benches, and in addition, the Home Team shall have the choice of ends of the floor to start the game. Teams shall alternate ends of the floor to start each period. This may be waived if both teams are in agreement.

### ***A-8 – Officials Area***

- I. There will be an area designated as the officials table, this area shall be large enough to locate the time keeper, and a score keeper.
- II. There will be an area designated as the penalty box(es), and it will be comprised of both a home and visitors area.

## ***SECTION B***

### **Teams**

#### ***B-1 – Composition of Team***

- I. Each team shall be entitled to a maximum of 16 players in uniform, which may include 2 goalkeepers, all of whom must be registered with Special Olympics Canada. A minimum of 11 players must be in uniform for the start of the game. Except for medical reasons (illness or injury), as certified by medical staff on site, or behavioral reasons, all players listed on the final team roster must play in every game of the tournament
- II. A team shall have no more than six players on the floor at any one time, including goalkeeper, while play is in progress.
- III. Only players in uniform and a maximum of three team officials shall be permitted to occupy the players' bench. All these persons shall be registered and entered on the Official Game Report. Head Coaches, Assistant Coaches and Managers shall be considered as team officials.

*SECTION C*

**Equipment**

***C-1 – Sticks***

- I. All sticks (including goalkeepers' sticks) must be made of wood, fiberglass, and/or graphite.
  
- II. The stick must be rod or dowel and adhere to the following dimensions:
  - Minimum Circumference 7.5 cm (3 in.)
  - Maximum Circumference 10 cm (4 in.) only difference
  - Minimum Length 90 cm (3 ft.)
  - Maximum Length 150 cm (4 ft. 10 in.)
  
- III. The floor end of the stick must be rounded and the entire length of the shaft must be of uniform thickness. The stick must not have any projection, tape, string, or other similar contrivance designed to increase the diameter of the floor end of the stick. If a stick has a non-abrasive tip (e.g. Slik-Stik) and the tip comes off, the stick shall be declared illegal and taken out of play. The handle end of the stick may have some tape for better grip and safety.
  
- IV. The goalkeeper's stick shall be a regulation ice hockey goalkeeper's stick and shall not exceed 1.4 m (55 in.) from the heel to the end of the shaft. The blade of the goalkeeper's stick shall not exceed 8.9 cm (3.5 in.) in width at any point, nor be less than 7.6 cm (3 in.) except at the heel where it must not exceed 11.4 cm (4.5 in.) width. The goalkeeper's stick shall not exceed 39.4 cm (15.5 in.) in length from the heel to the end of the blade.

***C-2 - Goalkeeper's Equipment***

- I. All equipment worn by the goalkeeper must be constructed solely for the purpose of protection of the head or body, and must not include any garment of contrivance which would give the goalkeeper undue assistance in keeping goal.
  
- II. Goalkeeper's shall not wear pads (ice hockey, or some reasonable facsimile, i.e. cricket pads) that exceed 12" in width when strapped to the leg. All goalkeepers gloves worn shall be regulation ice hockey or some reasonable facsimile (i.e. baseball glove).

### ***C-3 - Protective Equipment***

- I. While on the playing surface, all players, including the goalkeeper, shall wear a Canadian Safety Association (C.S.A.) approved hockey helmet, to which a C.S.A. approved full facial protector must be securely attached and not altered in any way. Any alteration to a C.S.A. approved helmet or full facial protector automatically destroys the certification. (A Canadian Safety Association approved cage shall be considered as appropriate facial protector). Enforced nationally.
- II. While on the playing surface, running shoes, gloves and shin pads must be worn by all players. Elbow pads and athletic supporters/protectors are strongly recommended..

### ***C-4 – Puck***

- I. The puck shall be a circular felt disc, with a centre hole, the shape of a doughnut. It may be reinforced with leather and shall adhere to the following dimensions:

Diameter: 20 cm (8 in.)

Centre Hole Diameter: 10 cm (4 in.)

Thickness: 2.5 cm (1 in.)

Weight: 217 g (7.02 oz.)

### ***C-5 Score Sheet and Line Monitoring Sheets***

- I. Officials will use approved Special Olympics Canada score sheets and line monitoring sheets

### ***C-6 Officials Equipment***

- I. Officials will use appropriate timing and signaling devices.

### ***C-7 Goal Nets***

- I. The dimensions of "the goal" shall be those of a regulation ice hockey goal. The goal posts shall be set 1.8 m (6 ft.) wide, 1.2m (4') high, and 0.6m (2') deep. They shall extend 1.2 m (4 ft.) high from the floor, and a cross bar shall be extended horizontally from the top of both goal posts. The cross bar shall be securely fastened to the posts and a net shall be attached. The area enclosed by the goal posts and the cross bar shall be known as "the goal".

- II. Goal nets to be moved 1.2 m (4 ft.) out from the end boundary to allow play behind the nets.



## SECTION D

### **Officials**

#### *D-1 - Appointment Of Officials*

- I. There must be two certified referees in appropriate and matching attire; for example, black pants and a black and white striped referee shirt.
- II. There must be two scorekeepers and one timekeeper. The scorekeepers also act as line monitors.

#### *D-2- Referees Roles and Responsibilities*

- I. A Referee shall have full authority and the final decision in all matters under dispute. His/her decision shall be final on all questions of fact and not subject to appeal during the game. Appeals may be launched at the completion of the game to the Tournament Coordinator.
- II. The referees shall be in full control of the players on and off the playing surface before, during, and after the game.
- III. The Referees shall see that the teams are called to the floor at the appointed time for the commencement of each game and at the start of each period.
- IV. The Referees shall check the equipment used by any player when requested to do so by the manager coach of either team.
- V. The referees shall assess all penalties as prescribed by the rules for infractions there of.
- VI. The Referees shall give the final decision in the matter of disputed goals.
- VII. Before starting the game, the Referees shall see that the appointed Game Timekeeper and Official Scorer are in their respective places.
- VIII. The Referees shall announce to the Official Scorer, the duration of the penalties and the rule infractions involved, and also to whom the goals and assists are to be credited.
- IX. After each game, the Referees shall check and sign the Official Game Report and return it to the Official Scorer.

- X. The Referees shall be impartial at all times.
- XI. Referees are required to report on the Official Game Report, all Tournament and Game Misconduct penalties, immediately following the game.
- XII. The Referees must not hold conferences with Team Managers, Coaches or players during the game, or any other time.
- XIII. The Referees shall check the goal nets before the start of the game and at the end of each period.

***D-3 - Official Scorer Roles and Responsibilities***

- I. The Official Scorer shall enter on the "Official Game Report" a correct record of the goals scored, by whom they were scored, and to whom assists, if any, are to be credited. He/she shall also keep a correct record of all penalties assessed, stating the names and numbers of the penalized players, the duration of each penalty, the infraction and the time when the penalties were assessed.
- II. The Official Scorer shall monitor and check all lines of play before each period and shift. He/she shall also record all legal player substitutions and inform the Referee of any team infractions of this rule.
- III. At the completion of each game, the Official Scorer shall sign the Official Game Report him/herself, then have the Referees sign it. He/she shall then forward the Game Report to the Tournament Coordinator or designate.
- IV. Prior to the start of the game, the Official Scorer shall obtain from the Manager or Coach of each team, their complete starting line-up and lines of play, verified and signed by the Team Official in charge.
- V. The Official Scorer shall advise the Referee when the same player has received his/her second Minor Penalty in the same game.

***D-4 – Official Game Timekeeper Roles and Responsibilities***

- I. The game Timekeeper shall record the time of the starting and finishing of each game, and all actual time during the game.
- II. The Game Timekeeper shall signal the Referee for the commencement of the game, and the start of the second and third periods. The Game Timekeeper shall also signal the end of each period and the end to the game.

- III. The Game Timekeeper shall keep time served by each penalized player during the game, and inform the penalized players as to the finish time of his/her penalty.
- IV. The Game Timekeeper shall announce when ONE MINUTE of actual game time remains in the game.
- V. In the event of any dispute regarding time, the matter shall be referred to the Referee in charge, and his/her decision shall be final.

***D-5 – Tournament Protest Committee***

- I. Prior to the commencement of any tournament, a protest committee will be struck. One member of this committee will be the head referee.

*SECTION E*

**Rules of Play**

The rules within this section will pertain to the mechanics of the playing of the game.

***E-1 - Face-Offs***

- I. A face-off shall occur:
  - a) To begin the game and each period at the centre floor face-off circle;
  - b) After each stoppage of play during a period, except after a goal and crease violation by an offensive player, at the nearest face-off circle;
  - c) After a crease violation by an offensive player the face-off will occur in the offenders zone;
  - d) After each goal at the centre floor face-off circle;
  - e) After each minor or major penalty at the offending team's defensive end;
  - f) 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.
  - g) In the case of a delay penalty call the resulting face-off shall be at the nearest face-off spot in the defensive zone of the team receiving the penalty.
  - h) In a situation where both teams receive penalties, the face-off shall be at the nearest face-off spot to the actual stoppage in play.
- II. The players taking the "face-off" 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.
- III. The players facing-off and their sticks must be an equal distance from the puck, 30 cm (1 ft.) from the center of the face-off spot.

- IV. Play is put in motion when the referee blows his/her whistle.
- V. The puck must be swept out of the face-off circle without placing the stick in the centre of the puck and contact must be made by another player other than the one facing-off before the centering player can regain control of the puck.
- VI. If a player facing-off fails to perform the face-off correctly, i.e. repeated attempts to anticipate (beat) the whistle, the Referee may order him/her replaced for the face-off by any player on the floor. The coach will appoint an alternative player.

### ***E-2 – Stoppages of Play***

Stoppage of play shall occur when:

- I. ***Offensive Player Crease Violation*** - When an offensive team member enters the crease with their stick or any part of their person.
- II. ***Defensive Player Crease Violation*** - A defensive player brings a puck into the goal crease area or if any part of his/her body touches the goal creases area. (See E-4 (II))
- III. ***Illegal or Broken Stick*** - A player breaks his/her stick or who is found playing with an illegal or broken stick.
- IV. ***Goalkeeper Puck Violation*** - When a goalkeeper holds the puck for more than three seconds or throws the puck forward to a player on his or her team. *Note:* A goalkeeper may pass the puck forward to a team member with his stick, or throw the puck to the side.
- V. ***Holding the Puck*** - When a player deliberately holds the puck against the boards or any part of the goal in any manner.
- VI. ***Puck out of Bounds*** - When the puck goes outside of the playing area.
- VII. ***Falling on or Gathering the Puck*** - When any player except a goalkeeper, who deliberately falls on or gathers the puck into his body by any means, while standing or lying on the floor.
- VIII. ***Unsafe Conditions*** - When the referee deems that an unsafe condition exists.

A referee who inadvertently stops the play and realizes their error shall re-start play from the center face-off spot.

### ***E-3 – Delay Call***

- I. In the event a penalty is called against a player whose team does not have control of the puck the referee will indicate a delay penalty by raising his arm. Play will not stop until the offensive team loses control of the puck. If the offensive team scores during this delay situation the penalty will be waived off and the goal counted.

If the defending team is already serving a minor penalty and a goal is scored during the delay call, the goal will only negate minor penalty being served.

- II. When a defensive player enters his/her own crease with their stick or any part of their person. Play to continue until the offensive team loses control of the puck. If the defensive player(s) vacate the crease area, play carries on.
- III. In the event of a delay call, the offensive team that has possession of the puck can pull their goalie for an extra attacker

### ***E-4 - Puck Out Of Bounds or Unplayable***

- I. When the puck goes outside the playing area, play shall be stopped. A face-off shall take place at the face-off circle closest to the point where the puck left the playing surface. A puck, which is partially touching a boundary line, shall be considered in play. A player whose foot is partially touching a boundary line shall be considered in bounds. When a player is forced out of bounds by a member of the opposing team, play shall be stopped and a face-off will take place.

*NOTE:* If a puck goes out of bounds in a playing area bounded by walls or physical boundaries on all four sides a face-off shall take place.

- II. The goalkeeper's crease shall be considered out of bounds to any player. An attacking player and his/her stick may not break the plane of the goal crease area, which includes the goal crease line.

A defending player may not enter the goal crease area, but he/she may clear the puck out from the goal crease with his/her stick. (See E-2 (II))

### ***E-5 - Players In Uniform (as per rule 10)***

- I. Each player shall wear an individual number on the back of his/her shirt.
- II. Before the start of the game, a coach from each team shall give the Official Scorer, a list of the names and numbers of the players, and goalkeepers, who shall be eligible to play in the game. No additions or changes to the list shall be permitted after the commencement of the game. Each coach must submit the line monitoring sheet which includes the names of players on each line during every shift of each period. Line monitoring will be in effect to allow all players an equal amount of playing time.

- III. Any coach who gives a false statement on the Official Game Report with regard to ineligible players, shall be dealt with by the Referee-In-Chief.
- IV. Each team shall be allowed one goalkeeper on the floor at one time. The goalkeeper may be removed and another "player" substituted during the final two minutes of the game. Such a player shall not be permitted the privileges of a goalkeeper. The goalkeeper can be substituted back into the game, providing the same player is returned to the bench. The removal of the goalkeeper does not require a stoppage of play. Once the goalkeeper leaves the crease he/she must go directly to the players' bench, failure to do so will result in minor penalty (interference or leaving the crease).
- V. No player, other than a goalkeeper or a replacement for a goalkeeper, shall be permitted to wear the equipment of a goalkeeper.
- VI. When the substitute goalkeeper enters the game, he/she shall take his/her position without delay, and no warm-up shall be permitted.

***E-6 - Starting Line-Up***

- I. Before the start of the game, the coach in charge of the Visiting Team must be the first to list his/her starting line-up and lines of play on the Official Game Report.
- II. No change in the starting line-ups, as given on the Official Game Report or in the playing lineups on the floor, shall be made until the game is actually in progress (only then as a result of injury or player ejection).

***E-7 - Lines Of Play***

- I. Monitoring the lines of play shall take place at all levels of play to ensure the equal participation of all players.
- II. 15 minutes prior to the start of the game the coach shall establish a rotation list for the game and submit it to the scorer. One copy of the scoresheet shall be kept by the scorekeeper, one by the coach of the opposing team, and one will be given back to the coach.
- III. All dressed players shall compete in the game. By the end of the game, the total number of lines played by any one player, excluding the goalkeeper, 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 split playing time. Any non-compliance with this rule may result in the forfeit of a game.
- IV. If a player is injured or ejected from the game, and the team is left with 10 players, the team shall play one line with 5 players plus the goalkeeper and the second line with 4 players plus the goalkeeper.

### ***E-8 - Time Of Game***

- I. Three 12 minute periods of actual playing time with a 1 minute intermission between each period, will be the time allowed for each game.
- II. Four 3 minute shifts within each period will be the time allowed for each line of play. Signal from the Game Timekeeper will indicate the end of each shift. To resume play at the beginning of each period, the face-off will occur at the centre face-off circle. All other stoppage of play will resume at the face- off circle closest to the stoppage of play.
- III. All actual play during the game shall be clocked as running time. The clock will be stopped in the following circumstances.
  - a) last minute of the game shall be stopped time
  - b) "time-out" request
  - c) between shifts (line changes)
  - d) player substitutions (in case of injury)
  - e) assessment of penalties
  - f) at the Referee's discretion
- IV. Each team shall be allowed a 1 minute time-out per game. The team official shall signal the Referee during a stoppage of play by making the letter "T" with his/her hands.
- V. Teams must change ends after each period unless both coaches decide before the game not to do so.

### ***E-9 - Injured Players***

- I. When a player, other than a goalkeeper, is injured or compelled to leave the floor during a game, he/she may be replaced by the a next player in the line monitoring sequence. An injured player may return to his/her original line of play upon recovery. If an injured player is replaced the coach must adjust the line rotation accordingly to apply with rule E-7 (III).
- II. If a goalkeeper is injured, the Referee shall allow sufficient time to enable him/her to recuperate. A team which has two goalkeepers in uniform shall replace the injured goalkeeper immediately.

### ***E-10 - Goals and Assists***

- I. A goal shall be scored when the entire puck has legally passed between the goal posts below the cross bar and completely across the goal line.

- II. A goal shall be scored if the puck is put into the goal in any manner by a player of the defending team. The player on the attacking team who last played the puck shall be credited with the goal.
- III. Although it is legal to kick the puck during play, it is illegal for an offensive player to kick the puck into the goal. The goal shall NOT be allowed if the puck has been kicked, thrown or otherwise deliberately directed into the goal by any means other than a stick.
- IV. If a goal is not scored as the result of a puck deflected off a defending player while in his/her team's goal crease, the goal shall be allowed if the Referee deems the shot to be "on goal". V. If a goal is scored as the result of a puck deflected directly into the goal off an official, the goal shall be allowed.
- V. No players, except the goalkeeper, shall stand in the goal crease, on the goal line, nor hold his/her stick in the goal crease. If a goal is scored while such conditions prevail, it shall be disallowed. However, if the defending player violates the goal crease while the goal is about to be scored, the goal will stand. This rule will be a judgment call by the officials on the floor.
- VI. Each goal shall count one point in the scoring records.

#### ***E-11 - Tied Game***

- I. Prior to the commencement of any game or tournament a method for the resolution of tie games will be determined.

### *SECTION F*

## **Infractions**

The rules within this section are to control action between players and other parties that could result in injury or unfair play.

Infractions are divided into the following classes:

- a) Minor Penalties
- b) Bench Minor Penalty
- c) Game Misconduct Penalty
- d) Tournament Penalties
- e) Penalty Shots



Infractions may be assessed at any time before, during or after a game, when an offence is committed, regardless of whether or not play is in progress.

### ***F-1 – Penalty Procedures***

#### **I. Minor Penalty**

- a) For a "Minor Penalty" in any one game, except to a goalkeeper, the penalized player shall be ruled off the floor for one minute of actual playing time, during which time no substitute shall be permitted.
- b) If, while a team is short-handed because of one or more Minor Penalties, the opposing team scores a goal, the first penalty assessed shall automatically terminate.
- c) A team shall not be required to play with fewer than four players, including the goalkeeper. When three or more players on the same team are penalized, the penalties shall be served in succession. The third or any additional penalties will not start until the first penalties expire.

*Note:* When a line change takes place during a penalty, the team with the penalty will place a player in the penalty box from the oncoming line. The original player will return to the players bench. At the end of the game, the total number of penalty shifts of this type (not personally earned) served by any player must not exceed the penalties of this type served by any other linemate by more than one.

- d) No goalkeeper shall be sent to the penalty bench for an infraction which incurs Minor Penalty. Instead, such a Penalty shall be served by any player on his team who was on the floor when the infraction occurred. Such a player shall be designated by the Manager or Coach of the penalized team.

#### **II. Bench Minor Penalty**

- a) A "Bench Minor Penalty" requires the team against which the penalty is assessed to play a man short for a period of 1 minutes of actual playing time.
- b) Whenever a Bench Penalty is to be assessed according to the rules, the Manager or Coach of the "penalized team" shall designate any player of his/her team on the floor at the time of the infraction to serve the penalty. Before play is whistled to begin the line monitor must assure that the total number of penalty shifts of this type (not personally earned) served by any player must not exceed the penalties of this type served by any other line mate by more than one at the beginning of the shift.

#### **III. Games Misconduct Penalty**

- a) For a "Game Misconduct Penalty" in any one game, the penalized player shall be ruled off the floor for the remainder of the game, during which time the penalized team will also receive a Minor Penalty. The Manager or Coach of the penalized team shall select an individual to serve the Minor Penalty.
- b) If, while a team is short-handed because of a Game Misconduct Penalty the opposing team scores a goal, the player serving the Minor Penalty may not return to the game before the 1 minutes have elapsed.
- c) When a goalkeeper incurs a Game Misconduct or Tournament Penalty, a substitute goalkeeper shall be designated by the Manager or Coach of the penalized team.

## ***F-2 – Minor Penalties***

A player will receive a minor penalty when:

- I. ***Illegal Equipment*** - any player, including the goalkeeper, for using a stick which does not conform to the provisions of this rule. The Measurement of any equipment (player's and goalkeeper's sticks, goalkeeper's pads and gloves) shall be carried out by the Referee, once a formal request has been made by a team. Play shall not be stopped for this purpose. The referee will use the next stoppage in play to assess the equipment in question. Should the equipment be found to be within regulation, the team requesting the equipment check shall be assessed a one minute Bench Minor Penalty.
- II. ***Goalkeeper Penalty*** - When a goalkeeper leaves the goal crease, he/she shall be assessed a Minor Penalty. A goalkeeper shall be considered leaving his crease when his entire body touches the playing surface outside the line which marks the boundary of the crease.
- III. ***Body Checking*** - any player who, in the opinion of the Referee, intentionally body checks an opposing player.
- IV. ***Charging*** - any player who runs or jumps into or charged an opponent. When the attacking player is running towards the defending player, the defending player has the right to maintain his/her position. In this case, the attacking player is running towards the defending player, the defending player has the right to maintain his/her position. In this case, the attacking player must avert body contact.  
  
*Note:* If more than two steps or strides are taken, it shall be considered a charge
- V. ***Cross-Checking*** - any player who holds his/her stick horizontally and shoves an opponent.
- VI. ***Delay Of Game*** - a team which in the opinion to the Referee, is deliberately stalling, freezing the puck, shooting the puck out of the playing surface, or delaying the game in any manner.
- VII. ***Elbowing, Kneeing, and Kicking*** - any player who fouls an opponent in any manner with his elbow, knee, or foot.
- VIII. ***Roughing*** - any player who, in the Referee's judgment, is guilty of unnecessary rough play.
- IX. ***High Stick*** - any player whose stick is brought up above his/her standing shoulder height.
- X. ***Holding*** - any player who holds an opponent with his/her hands, stick, or in any other manner.
- XI. ***Hooking*** - any player who impedes or seeks to impede the progress of an opponent by “hooking” with his/her stick.

- XII. ***Interference*** - any player who interferes with or impedes the progress of an opponent who is not in possession of the puck.
- XIII. ***Slashing*** - any player who swings his/her stick at an opponent, whether in or out of range, without actually striking him/her, or also, on the pretext of playing the puck makes a wild swing at the puck with the object of intimidating his/her opponent. Intentional aggressive contact with an opponent's stick shall also be considered slashing.
- XIV. ***Stick Throwing*** - any player, including the goalkeeper, who deliberately throws his/her stick at the puck or puck carrier.
- XV. ***Tripping*** – any player, including the goalkeeper, who deliberately trips an opponent.
- XVI. ***Unsportsmanlike Conduct***

### ***F-3 – Bench Minor Penalties***

A team will receive a bench minor penalty when:

- I. ***Bench Area Violation*** - During a game, coaches, managers, trainers, or other authorized team officials shall be restricted to the use of the area the length of their players' bench.
- II. ***Use of Profane or Obscene Language*** - If the Referee is unable to identify the person responsible for the use of obscene, profane, or abusive language, a Bench Minor Penalty shall be assessed to the offending team.
- III. ***Failed Equipment Challenge*** (see Rule F-2 (I))
- IV. ***Illegal Substitutions*** - The official scorer shall monitor the lines of play. For any infraction of this rule, a Bench Minor Penalty shall be assessed the offending team. The person serving the penalty shall be the illegal substitute. An appeal can also be made by the opposing team, but must be brought to the attention of the referee during a stoppage of play.

#### ***F-4 – Game Misconduct Penalties***

A player or team official will receive a game misconduct penalty when:

- I. ***Attempt To Injure or Deliberate Injury*** - any player who deliberately attempts to or deliberately injures an opponent, Official, Manager, Coach, Trainer, Stick boy, or spectator, in any manner.
- II. ***Charging the Goalkeeper*** - A Game Misconduct Penalty shall be assessed any player who jumps at or charges a goalkeeper while the goalkeeper is within his/her crease, or who injures an opponent as result of a charge.
- III. ***Cross Checking Above the Shoulder*** - Any player who strikes an opponent above the normal height of his/her shoulders with a cross-check shall incur a Game Misconduct Penalty, whether or not injury results.
- IV. ***Cross Checking the Goalkeeper*** - any player who cross-checks a goalkeeper while he/she is in his/her crease
- V. ***Receiving Three Minor or Bench Minor Penalties in One Game.***
- VI. ***Use of Obscene, Profane, or Abusive Language or Gestures to any Person.***
- VII. ***Persisting in Disputing or Shows Disrespect for the Ruling of an Official***
- VIII. ***Fighting.***

#### ***F-5 - Tournament Penalties***

1. Any player or team official incurring a game misconduct penalty may be assessed a tournament penalty at the discretion of the Protest Committee.

## ***F-6 – Penalty Shot***

- I. A Penalty Shot shall be awarded in the following situations:
  - a) ***Protective Equipment*** - deliberate removal of helmet or facial protector during a breakaway)
  - b) ***Delay of Game*** - Goaltender deliberately dislodging the goal during a breakaway
  - c) ***Throwing Stick*** - at puck or puck carrier during a break away
  - d) ***Tripping*** - fouling from behind during a breakaway
  - e) ***Leaving the Players' or Penalty Bench*** - ineligible player during a breakaway
  
- II. Any infraction of the rules which calls for a "Penalty Shot" shall result in the following: The referee shall place the puck on the centre face-off spot and the designated player taking the shot will, on the instruction of the Referee, play the puck from there and shall attempt to score on the goalkeeper. The puck must be kept in motion towards the opponent's goal line, and once it is shot, the play shall be considered complete.
  
- III. The goaltender must remain in their goal crease until the designated player touches the puck at the centre face-off spot, and in the event of a violation of this rule, the player designated to take the shot shall be entitled to take the shot over again. The goaltender may attempt to stop the shot in any manner except by throwing her stick or any other object, or deliberately dislodging the goal, in which case a Goal shall be awarded.

*Note:* No player other than a goalkeeper is permitted to tend goal during a Penalty Shot.
  
- IV. While the Penalty Shot is being taken, players of both sides shall withdraw to the sides of the playing surface and beyond the centre line. The player fielded shall be the designated player who takes the penalty shot, another player who was on the floor at the time of the infraction may be selected by the coach.
  
- V. If a goal is scored from the Penalty Shot, the puck shall be faced-off at the centre face off in the usual way. If a goal is not scored, the puck shall be faced-off in the usual way. If a goal is not scored, the puck shall be faced-off at either of the face-off spots in the end in which the Penalty Shot was tried.
  
- VI. When the foul upon which the Penalty Shot is based occurs, play shall be stopped and the Penalty Shot shall be awarded immediately. The time required for taking a Penalty Shot shall not be included in the regular time or any overtime.

# 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

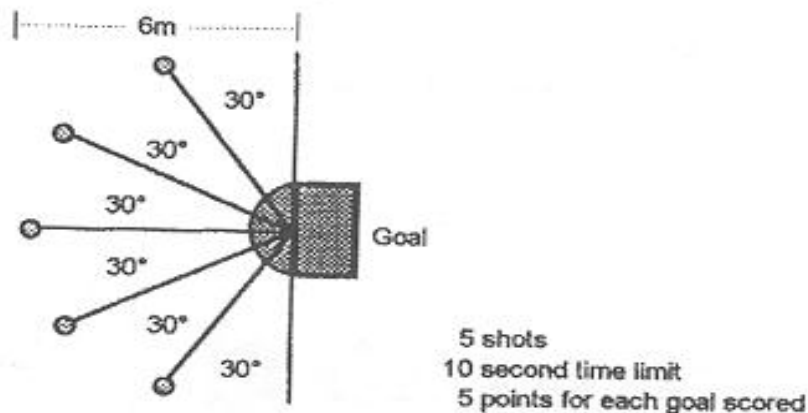
#### DESCRIPTION

- 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

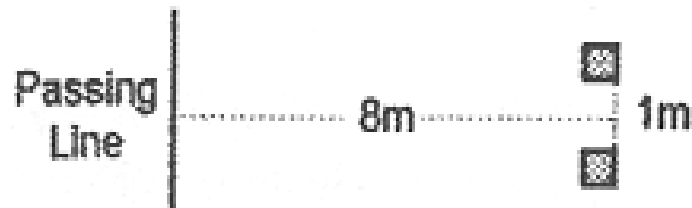
### DESCRIPTION

- 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

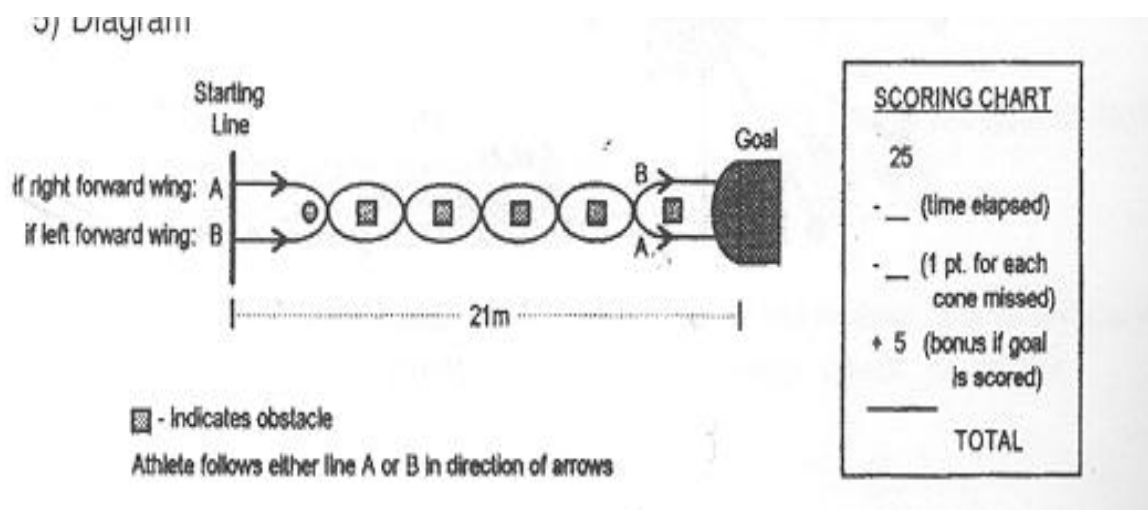
### DESCRIPTION

- 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

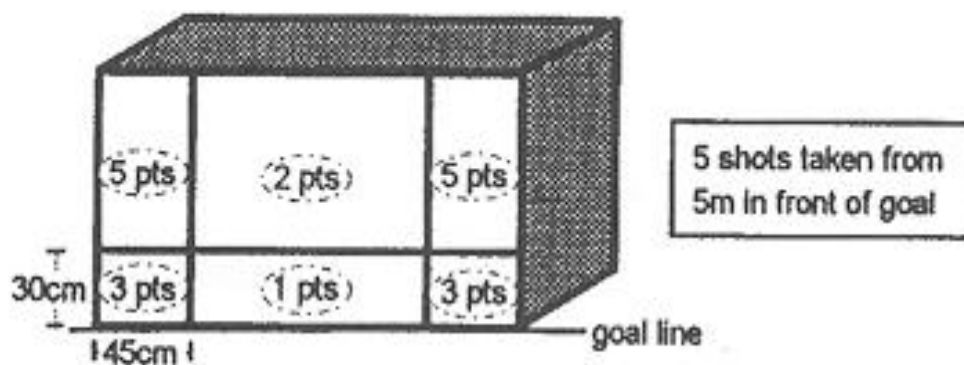
- Athlete takes five shots on goal from behind a line that is 5 meters from and directly in front of the goal. Six sections are defined within the goal by rope or tape as shown in the diagram. The vertical ropes or tapes are hung 45cm (18") in from each goal post. The horizontal rope or tape is strung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

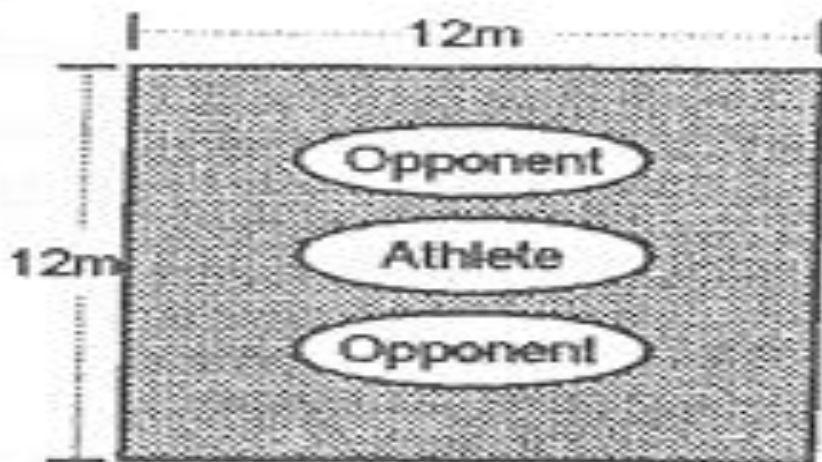
### **DESCRIPTION**

- 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 that 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 1<sup>st</sup> 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.



## FLOOR HOCKEY GAME SCORE SHEET

### Appendix II

TEAM \_\_\_\_\_ AREA \_\_\_\_\_ DIVISION \_\_\_\_\_ OPPONENT \_\_\_\_\_  
 Scorekeeper \_\_\_\_\_ Timekeeper \_\_\_\_\_ Time \_\_\_\_\_ Date \_\_\_\_\_

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

PERIOD 1 2 3 TOTAL

|          |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|----------|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|
| TEAM     |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| OPPONENT |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

COACHES 1) \_\_\_\_\_ 2) \_\_\_\_\_

REFEREES 1) \_\_\_\_\_ 2) \_\_\_\_\_

**Appendix III**



**TIMEKEEPERS MARK OFF SHEET**

|                     |   | <b>Game 1</b>  | <b>Game 2</b>  | <b>Game 3</b>  |
|---------------------|---|----------------|----------------|----------------|
| <b>Period 1</b>     | 3 minutes running time                            | _____          | _____          | _____          |
|                     | 3 minutes running time                            | _____          | _____          | _____          |
|                     | 3 minutes running time                            | _____          | _____          | _____          |
|                     | 3 minutes running time                            | _____          | _____          | _____          |
| <b>Period break</b> | 1 minute running time                             | _____          | _____          | _____          |
| <b>Period 2</b>     | 3 minutes running time                            | _____          | _____          | _____          |
|                     | 3 minutes running time                            | _____          | _____          | _____          |
|                     | 3 minutes running time                            | _____          | _____          | _____          |
|                     | 3 minutes running time                            | _____          | _____          | _____          |
| <b>Period break</b> | 1 minute running time                             | _____          | _____          | _____          |
| <b>Period 3</b>     | 3 minutes running time                            | _____          | _____          | _____          |
|                     | 3 minutes running time                            | _____          | _____          | _____          |
|                     | 3 minutes running time                            | _____          | _____          | _____          |
|                     | 2 minutes running time<br>last 1 minute stop time | _____<br>_____ | _____<br>_____ | _____<br>_____ |

**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**

| <b>PERIOD</b> | <b>PLAYER #</b> | <b>PENALTY IMPOSED</b> | <b>PLAYER (S)<br/>SERVING</b> | <b>START</b> | <b>FINISH</b> |
|---------------|-----------------|------------------------|-------------------------------|--------------|---------------|
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**This is a work sheet to help time penalties. It is not an official document.**