

Second Edition

# **NIRSA Floor Hockey Rules & Official's Manual**

Revised by the 2003-2004 Floor Hockey Committee

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# RULE 1: THE GAME, COURT, PLAYERS AND EQUIPMENT

## Section 1: General Provisions

The following rules were established following specifications listed under Section 2: The Playing Area. If your playing surface is smaller, player modifications can be made.

### Article 1: The Game — Men & Women

The game shall be played between two (2) teams of six (6) players each, including a goalie. Four (4) players are required to avoid a forfeit.

### Article 2: The Game — Co-recreational

The Co-recreational game shall be played between two (2) teams of six (6) players, three (3) men and three (3) women. Teams with five (5) players shall be three (3) women and two (2) men. Four players, two (2) men and two (2) women are required to avoid a forfeit.

- A. Any time the game is co-recreational (6 on 6); women must constitute a majority of the players when the numbers of men and women are not equal.
- B. Teams who cannot meet the requirements of "A" may opt to play shorthanded with an equal number of men and women.

### Article 3: Supervision

The game shall be played with three (3) officials, two (2) of which are referees, each having the same responsibilities, and a scorekeeper/timer.

### Article 4: Team Captains

Each team shall designate to the referee the team captain(s). If more than one (1) player is designated, a speaking captain must be selected to make all decisions for their team.

### Article 5: Persons Subject to the Rules

Team representatives, including players, substitutes, replaced players, coaches, trainers, and other persons affiliated with the team are subject to the rules of the game, and shall be governed by decisions of the officials assigned to the game.

## Section 2: The Playing Area

### Article 1: The Floor

The game shall be played on a surface the size of a standard enclosed basketball court. However, in case of facility limitations, the distances of floor length and width can be modified.

### Article 2: Floor Markings

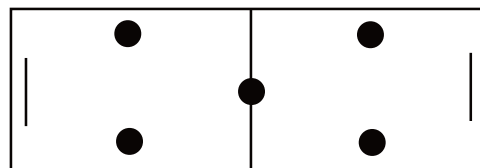
- A. The playing area shall consist of the entire surface, and should be divided by a center line.
- B. The floor should be marked with five (5) face-off points; one (1) at the center of the floor, and two (2) adjacent to the sides of each goal.
- C. The goal line shall be ten (10) feet from the end wall.

### Article 3: Goal Area

- A. The goal crease should be nine (9) feet wide and four (4) feet deep, and should be marked by a two (2) inch line. However, at no time shall the goal crease measure less than one and a half (1 1/2) feet wider than the goal its self on either side.

The five (5) areas where face-offs occur: (Diagram)

Free shots are taken from the center floor face-off (Optional)



(diagram 1)

### **Section 3: Game Equipment**

#### **Article 1: The Goal/Net**

The goal shall be six (6) feet in width by four (4) feet in height.

#### **Article 2: The Puck/Ball**

The puck shall be a three (3) inches by one (1) inch air filled plastic disk or a no-bounce ball may be used. (Hereinafter the term “puck” will be used to represent either the puck or no-bounce ball through out the rest of the manual).

#### **Article 3: The Stick**

The stick shall consist of a wooden or composite shaft with a non-taped molded plastic blade.

The butt-end, or top, of the stick should be covered to prevent injury.

#### **Article 4: Goalie Equipment**

All goalies must wear a full facemask or helmet with a cage. It is also recommended that they wear a chest protector, a protective glove or blocker on their stick hand, a catching glove on their non-stick hand, and leg guards/pads. See Rule 4, Section 2 for equipment guidelines for pulling the goalie.

#### **Article 5: Shoes**

All players must wear non-marking rubber soled shoes.

### **Section 4: Player Equipment-Required**

#### **Article 1: Jersey**

Players of opposing teams must wear contrasting colored jerseys, without pockets, numbered on the front or rear.

### **Section 5: Player Equipment-Optional**

#### **Article 1: Eye Protection**

It is strongly recommended that all players wear some type of protective eye guards.

#### **Article 2: Mouth Guards**

It is strongly recommended that a mouth guard be worn by all players.

#### **Article 3: Shin Guards**

Players may wear non-ice hockey style protective shin guards and/or knee pads.

#### **Article 4: Gloves**

Players may wear non-ice hockey/lacrosse protective gloves.

#### **Article 5: Elbow Pads**

Players may wear non-ice hockey protective elbow pads.

#### **Article 6: Helmets**

It is strongly recommended that all players wear helmets approved for street or floor hockey.

### **Section 6: Player Equipment-Illegal**

#### **Article 1.**

A player wearing illegal equipment shall not be permitted to play. This applies to any equipment which, in the opinion of the Referee, is dangerous. Types of equipment which shall be declared illegal include, but are not limited to:

- A. Any ice hockey equipment.
- B. Jewelry.
- C. Any stick which does not meet the specifications listed in Rule 1, Section 3, Article 3.

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## RULE 2: PERIODS, TIME FACTORS AND SUBSTITUTIONS

### Section 1: Timing of the Game

#### Article 1:

Playing time shall consist of three (3) periods of twelve (12) minutes each. The clock will be stopped only if an injury or penalty shot occurs, otherwise it will be a continuously running clock until the final two (2) minutes of the game, at which time it will stop on every whistle, unless a team is winning by four (4) or more goals.

#### Article 2: Intermission

Intermission will be three (3) minutes between each period.

#### Article 3: Game Timer

The scorekeeper/timer will be the official source of time for the game. The scorekeeper/timer may also be consulted by the game officials concerning penalties, violations, and goals.

#### Article 4: Time-Outs

Each team will be granted one (1) one minute time-out per game.

### Section 2: Substitutions

#### Article 1: Floor Players

Substitutions may be made at any time during play. Players entering the game must wait until the player leaving the floor is completely off the playing surface before entering.

*\*Note: Due to facility limitations free substitutions may be changed or omitted.*

#### Article 2: Goalies

Goalies may only be substituted for during a time-out, during intermission, due to an injury, or if an equipment change is necessary.

### Section 3: Tie Game

#### Article 1: Overtime Procedures

Any game ending in a tie during league play will remain a tie. During the playoffs and tournament play, a five (5) minute running clock sudden death period will be played. If the score is still tied, the deadlock will be broken by three (3) alternating penalty shots taken by three (3) different players from each team. Whichever team is ahead after these shots will win the game. If it is tied after the penalty shots, the two teams will choose different players, and will shoot by alternating teams until one misses and the other scores. Each team will receive the same amount of shots on goal. Once every member of a team has taken a penalty shot, that team can choose anyone to take the next shot.

- A. In the case of a tie after the sudden death period in a co-recreational game, the players taking penalty shots to determine the winner shall alternate male, female.

#### Article 2: Coin Toss

In case of a game ending in a tie score, the officials shall bring the two captains to the center of the floor. They will discuss tie-breaker procedures and will answer all questions prior to the overtime period. After this meeting, the teams will defend the opposite goal they defended during the last period. If the overtime period ends in a tie, a coin toss will determine which team will go first in the shootout.

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# RULE 3: PLAYING THE GAME

## Section 1: Starting Play

### Article 1: Coin Toss

The referee will toss a coin at the beginning of the game to determine choice of side. The teams will switch sides after each period, including overtime, for the remainder of the game. The game will start with a center floor face-off.

### Article 2: Putting the Puck in Play

Every time the whistle is blown, the puck is put into play in one of two ways, a face-off or a free shot (Optional)

- A. Face-offs occur when:
1. A period is to start
  2. A goal is scored
  3. The puck is frozen between two players
  4. The puck leaves the playing surface
  5. A net is dislodged
  6. The puck is frozen by the goalie
  7. An injury occurs
  8. A penalty or violation (see free shot option below)

Play is started at the beginning of each period and after a goal has been scored by a face-off at the center floor dot. All other occasions the face-off should be at the nearest face-off dot on the floor.

All players (except the two (2) involved in the face-off) must be at least ten (10) feet away from the face-off spot, and must be on their defensive side of the face-off spot.

The individuals taking the face-off shall stand with both feet and body squared to their opponent, with the tips of their sticks no less than two (2) feet apart and on the floor.

- B. Free shots occur when play is stopped due to a violation or penalty (Optional).

The free shot is taken from the center floor face-off spot. Any player from the opposing team may take the free shot. Players may pass, shoot, or carry the puck. All other players must be at least ten (10) feet away from the shooter who shall have three (3) seconds to play the puck after the referee's whistle.

If a player plays the puck before the whistle, or delays longer than the three (3) seconds allowed, it is a turnover and the other team will get a free shot from the same spot.

## Section 2: Playing the Puck

### Article 1: Offside

All players must be in position and onside for face-offs. The game is otherwise free of any traditional offside restrictions of player position or puck movement. The game is kept simple by not having rules for off sides and icing.

In order to allow for some flexibility, approved modifications for an offside rule are as follows. These may be used separately or in any combination.

#### Option 1

When there is a center line though the court, forwards must stay in the attacking zone and defenders must stay in their half of the court. Centers are free to play the entire surface. A player may straddle the line and reach over the line to play the puck with their stick but once they completely cross the line and contact the puck or an opponent, they are off sides and lose possession.

#### Option 2

The centerline may be used to separate the playing area in half. The puck must always precede offensive players into the attacking zone. They must either stay in their defensive zone or straddle the line, as in Option 1 above.

#### Option 3

If there are also "blue lines", the traditional rules for off sides or two line passes may be applied.

### Article 2: Advancing the Puck

The puck may be advanced by the blade of the stick or by kicking the puck. However, no goal may be scored by kicking the puck directly into the opponent's net. (See Violations)

Players may not bat or throw the puck at any time. (See Violations)

### Article 3: Playing the Body

Players must play the puck at all times. Any player checking another player will be penalized. (See Minor Penalties)

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## RULE 4: GOALIE RIGHTS AND RESPONSIBILITIES

### Section 1: Rights

#### Article 1: Designating a Goalie

One (1) player may be designated as the goalie for each team. This player is required to wear a mask, and is the only player to have goalie rights within the goal crease.

#### Article 2: Stopping the Puck

The goalie may use any means possible to stop the puck with their body, glove, or stick. This includes leaving their feet to play a puck. **Goalies may not throw equipment to stop the puck.** If a goalie throws any piece of equipment to try to stop the puck, play will be stopped and a penalty shot will be awarded to the opposing team.

#### Article 3: Possession of the Puck

Upon gaining control of the puck, the goalie has three (3) seconds to play the puck to the side or behind the net. If the goalie does not distribute the puck, a face-off will be called. The goalie may not throw the puck forward, or a violation will occur.

#### Article 4: Leaving the Crease

The goalie may leave the crease at any time, however, once out of the goal area, they must follow all rules that apply to court players.

#### Article 5: Dislodged Net

In the case that the net becomes dislodged, but is not involved in the ensuing play, the referee shall allow play

to continue and will replace the net. If it is dislodged and is in the play, the referee shall blow the play dead and a face-off will restart play at the nearest face-off dot. An intentionally dislodged net will result in a penalty, or a penalty shot. A referee may award a goal if the shot was headed into the net when the net was dislodged.

### Section 2: Pulling the Goalie

#### Article 1: Adding a Floor Player

If a team wishes to pull their goalie and add a floor player, this team relinquishes all of their goalie rights. Defensive players may enter the crease to stop a shot on goal; they may not however freeze the puck. If a defensive player freezes the puck, the result shall be a two (2) minute delay of game penalty. Note: if the defensive player freezes the puck in the crease, the result shall be a penalty shot.

#### Article 2: Equipment

No extra equipment may be placed on the net. If the player designated as the goalie chooses to use and then discard a glove or other goalie equipment, this equipment must be discarded out of play and not into or onto the net or playing surface. If discarded equipment, not including a broken stick, comes into play, it will result in a two (2) minute minor penalty for delay of game.

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## RULE 5: SCORING

### Section 1: Goal Scored

#### Article 1: Goal Awarded – Men and Women

All goals shall be worth one (1) point. A goal is scored when the puck completely crosses the goal line before time expires.

#### Article 2: Goal Awarded – Co-recreational

All goals scored by males will be worth one (1) point. All goals scored by females will be worth (2) points. During the playoffs, overtime goals and all overtime penalty shots scored by females will be worth one (1) point.

#### Article 3: Goal Disallowed

No offensive player may score a goal by kicking or throwing the puck into the net. A goal will be disallowed if an offensive player is in the crease and the puck is shot in from outside the crease. **Only an offensive player's stick may enter the crease if there is a loose puck in the crease.**

#### Article 4: Mercy Rule

If a team is ahead by ten (10) goals at any point in the game, the game will immediately end, with that team being declared the winner.

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## RULE 6: VIOLATIONS AND PENALTIES

If any of the following acts are malicious and with the intent to injury another player, the official holds the right to immediately disqualify the player for the remainder of the contest.

### Section 1: Violations

#### Article 1: High Sticking (Also see Minor Penalties Article 2; Section 16)

High Sticking shall be defined as raising the stick above the WAIST at any point during play, including the shot.

#### Article 2: Hand Pass

A hand pass shall be defined as passing the puck directly to a teammate with your hand. Catching an airborne puck is considered legal provided the player drops the puck in a straight line down to the floor to his or her stick.

#### Article 3: Kicking the Puck

The puck may not be intentionally kicked into the offensive goal. However, the puck may be played with the foot to another player.

#### Article 4: Player in the Goal Crease

No offensive player may enter the goal or break the plane of the crease at any time during the course of play **except their stick may enter the goal crease if there is a loose puck in the crease.** If a player scores a goal, but their momentum carries them into the crease, the goal will be disallowed and a violation will occur.

#### Article 5: Dangerous Play/Sliding

Playing the puck from your knees and sliding lead to dangerous play, and shall be defined as either playing or attempting to play the puck while not being on your feet. This shall include a floor player leaving their feet in an attempt to stop a play or the puck.

#### Article 6: Goalie Possession of the Puck

- A. The goalie may not gain possession of the puck outside of the crease unless part of his body is touching a portion of the crease.
- B. The goalie may not gain possession of the puck within the crease, drop the puck outside of the crease to put it in play, and intentionally bring it back into the crease without another player first touching the puck.

### Section 2: Minor Penalties

#### Article 1: Too Many Players on the Floor

Too many players on the floor shall be defined as having more than the legal number of players on the floor. This penalty may be served by any member of the offending team.

#### Article 2: Interference

Interference shall be defined as checking or making intentional contact with an opponent who is not in possession of the puck in an effort to impede them from getting to the puck or play.

#### Article 3: Playing with a Broken Stick

Playing with a broken stick shall be defined as any player who continues to use a stick which is broken. When a stick breaks it should be dropped immediately, and should be removed from the playing surface at the next stop in play.

#### Article 4: Boarding

Boarding shall be defined as ramming an opponent into the boards or walls, whether they have the puck or not.

#### Article 5: Tripping

Tripping shall be defined as using or attempting to use any part of your body or stick to cause an opponent to fall.

#### Article 6: Holding

Holding shall be defined as grabbing an opponent or an opponent's stick/jersey with your hand, arm, or leg to gain an advantage.

#### Article 7: Elbowing

Elbowing shall be defined as hitting or attempting to hit an opponent with your elbow.

#### Article 8: Kicking

Kicking shall be defined as kicking or attempting to kick an opponent.

#### Article 9: Kneeing

Kneeing shall be defined as hitting or attempting to hit an opponent with your knee.



**Article 10: Pushing**

Pushing shall be defined as pushing your opponent to gain an advantage.

**Article 11: Illegal Use of the Hands**

Illegal use of the hands shall be defined as using hands to gain an advantage over an opponent.

Example: Grabbing the stick or jersey.

**Article 12: Body Checking/Roughing**

Body checking/roughing shall be defined as excessive body contact with another player.

**Article 13: Delay of the Game**

Delay of the game shall be defined as any action that hinders the completion of the game under its normal time. This shall include, but not be limited to, floor player deliberately freezing the puck, discarding goalie equipment onto the playing surface to stop a puck or player, intentionally dislodging the net, intentionally taking a violation to stop a play, or deliberately lying on or pulling the puck into your body.

**Article 14: Hooking**

Hooking shall be defined as using your stick to slow an opponent, usually from behind. When only the sticks come in contact, NO penalty shall be called.

**Article 15: High Sticking (Also see Violations Section 1; Article 1)**

High sticking shall be defined as raising the stick above your waist at any point during a play when the stick is within a foot of another player. Lifting the stick of another player in the air above their waist is also a penalty.

**Section 3: Major Penalties****Article 1: Personal Misconduct**

Personal misconduct shall be defined as any of the following: Disrespect to an official, excessive profanity, abuse of facility or equipment, or actions that incite a fight.

**Article 2: Spearing**

Spearing shall be defined as stabbing at an opponent with the tip of the blade end of the stick.

**Article 3: Butt-Ending**

Butt-ending shall be defined as stabbing at an opponent with the butt-end of the stick.

**Article 4: Cross Checking**

Cross checking shall be defined as thrusting your stick shaft across an opponent with no part of the stick on the floor.

**Article 5: Slashing**

Slashing shall be defined as hitting or attempting to hit your opponent with your stick in a chopping or swinging motion.

**Article 6: Fighting**

Fighting shall be defined as any acts of aggressive physical violence towards another player or official.

**Section 4: Penalty Enforcement**

In reference to penalty enforcement, the term short-handed will mean: the offending team will be at least one (1) player below the number of players of their opponent. At no time may a team have more than two (2) floor players fewer than their opponent.

- A. When a team has eligible substitutes, those players are required to be used to serve any penalty which would result in that team being more than two (2) players shorthanded.
- B. If a team has no substitutes, the third penalty will be served by the offending player. In this instance, the player who receives the third penalty will also serve the remaining time on the first penalty in addition to the time of his/her own penalty. The player who he/she replaces in the penalty box will return as an eligible floor player.

**Article 1: Violations**

When a violation occurs, play will be stopped immediately and a violation charged to the guilty player. The offended team will receive a free possession from the center floor face-off (Optional) or face-off at the nearest spot. No additional penalty will be assessed.

## Article 2: Minor Penalties

- A. Minor penalties shall be enforced by requiring the offending player to sit out two (2) minutes of play. The team of the offending player must also play shorthanded for the duration of the penalty. A minor penalty is over when the two (2) minutes has expired or the opposing team scores a goal.
- B. If both teams commit minor penalties at the same time, both players committing the penalties will sit out for the full length of their penalties, but neither team will play shorthanded. Players may only return to the bench at the first stoppage of play after their penalty time has expired. If either team does not have an eligible substitute remaining, both teams will play a player short for the duration of the penalty.
- C. If team A commits a minor penalty and shortly after team B commits a minor penalty, both teams must play shorthanded for the duration of team A's penalty. If team A's penalty expires and then they score a goal, team B's player will then be allowed back on the floor.
- D. If Team A has two (2) players in the penalty box, and Team B has only one (1), a goal by Team B will result in the first penalty against Team A ending.  
EXCEPTION: If two players receive coincidental penalties and then a third player is penalized, a goal by the team with the advantage would result in the penalty on the third player ending.
- E. During a co-recreational game any minor penalty committed by a male against a female will result in a four (4) minute penalty.
- F. There will be a face-off at the nearest spot or of-fended team will receive a free shot from the center floor face-off (optional).

## Article 3: Major Penalties

- A. Major penalties shall be enforced by requiring the offending player to sit out five (5) minutes of play. The team of the offending player must also play shorthanded for the duration of the penalty, regardless of the number of goals their opponents score. Penalties which also involve an ejection shall be served by any individual on the offending team.  
If the major penalty was due to a personal misconduct penalty, the team will not be shorthanded, only the offending player will have to serve the penalty.
- B. If team A commits a major penalty and shortly afterwards team B commits a minor penalty, both teams will have to serve the full time of their penalties.
- C. Major penalties committed by males against females will result in a seven (7) minute penalty.

- D. There will be a face-off at the nearest spot or of-fended team will receive a free shot from the center floor face-off (optional).

## Section 5: Penalty Shot

### Article 1: Definition

A penalty shot is a one-on-one opportunity against the goalie for the individual of the opposing team which was obstructed.

### Article 2: Penalty shots result from:

- A. A player throwing the stick for any reason.
- B. If a player has a clean break with the puck and is moving towards the opponent's goal and is illegally defended or roughed during their attempt to score.
- C. An intentional violation or penalty that stops a sure goal.
- D. If the goalie throws any piece of equipment to try to stop the puck.
- E. If a defensive player freezes the puck in the crease.
- F. If a defensive player intentionally moves the goal.

### Article 3: Process

- A. The clock shall stop on all penalty shots.
- B. During a penalty shot, the puck is placed on the center dot and the player who was obstructed (or any player as a result of throwing the stick) shall be given the opportunity to score on the goalie one-on-one. The rush on the goalie will start with the referee's whistle and end with a goal, a save, or a shot wide of the goal.
- C. Only the player designated as goalie may defend against the penalty shot. The goal tender must remain in the crease until the player taking the penalty shot first moves the puck. The goalie may then defend the shot as they would under normal circumstances. A goalie violation shall result in another penalty shot. A deliberate penalty by the goalie during a penalty shot will result in a goal being awarded on the penalty shot.
- D. No additional penalty will be assessed except when a major penalty has been called, time shall be served.
- E. Co-recreational: A goal scored by a female will be worth two (2) points except during overtime penalty shots.

**Article 4: Resuming Play**

After the penalty shot, the game shall resume with a center floor face-off.

**Section 6: Disqualification from Game****Article 1: Combination of Five (5) Violations**

An individual player shall be disqualified from the game by accumulating any combination of five (5) violations, minor, or major penalties during a single game.

**Article 2: Combination of Minor Penalties**

An individual player shall be disqualified from the game by accumulating three (3) minor penalties during a single game.

**Article 3: Combination of Major Penalties**

An individual player shall be disqualified from the game by accumulating two (2) major penalties during a single game.

**Article 4: Combination of Major and Minor**

An individual player shall be disqualified from the game by accumulating one (1) major penalty and two (2) minor penalties in a single game.

**Article 5: Throwing the Stick**

Throwing the stick is a dangerous act that can cause serious injury. For this reason when any player throws their stick (for any reason), the other team will receive an automatic penalty shot and that individual will be ejected from the game.

**Article 6: Other Examples of Disqualifications**

- Three (3) violations and two (2) minor penalties.
- Four (4) violations and one (1) minor penalty.
- Five (5) violations.
- Three (3) violations, one (1) minor penalty and one (1) major penalty.

# FLOOR HOCKEY SCORE SHEET

Date	Time	Division	League
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Team Name:	Color:	Captain:
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#	Player's Name	# of Goals	Violations	Minor Penalties	Major Penalties
		1 2 3 4 5 6 7	1 2 3 4 5	1 2 3	1 2
		1 2 3 4 5 6 7	1 2 3 4 5	1 2 3	1 2
		1 2 3 4 5 6 7	1 2 3 4 5	1 2 3	1 2
		1 2 3 4 5 6 7	1 2 3 4 5	1 2 3	1 2
		1 2 3 4 5 6 7	1 2 3 4 5	1 2 3	1 2
		1 2 3 4 5 6 7	1 2 3 4 5	1 2 3	1 2
		1 2 3 4 5 6 7	1 2 3 4 5	1 2 3	1 2
		1 2 3 4 5 6 7	1 2 3 4 5	1 2 3	1 2
		1 2 3 4 5 6 7	1 2 3 4 5	1 2 3	1 2
		1 2 3 4 5 6 7	1 2 3 4 5	1 2 3	1 2
		1 2 3 4 5 6 7	1 2 3 4 5	1 2 3	1 2
		1 2 3 4 5 6 7	1 2 3 4 5	1 2 3	1 2
		1 2 3 4 5 6 7	1 2 3 4 5	1 2 3	1 2
		1 2 3 4 5 6 7	1 2 3 4 5	1 2 3	1 2

Team Name:	Color:	Captain:
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#	Player's Name	# of Goals	Violations	Minor Penalties	Major Penalties
		1 2 3 4 5 6 7	1 2 3 4 5	1 2 3	1 2
		1 2 3 4 5 6 7	1 2 3 4 5	1 2 3	1 2
		1 2 3 4 5 6 7	1 2 3 4 5	1 2 3	1 2
		1 2 3 4 5 6 7	1 2 3 4 5	1 2 3	1 2
		1 2 3 4 5 6 7	1 2 3 4 5	1 2 3	1 2
		1 2 3 4 5 6 7	1 2 3 4 5	1 2 3	1 2
		1 2 3 4 5 6 7	1 2 3 4 5	1 2 3	1 2
		1 2 3 4 5 6 7	1 2 3 4 5	1 2 3	1 2
		1 2 3 4 5 6 7	1 2 3 4 5	1 2 3	1 2
		1 2 3 4 5 6 7	1 2 3 4 5	1 2 3	1 2
		1 2 3 4 5 6 7	1 2 3 4 5	1 2 3	1 2
		1 2 3 4 5 6 7	1 2 3 4 5	1 2 3	1 2
		1 2 3 4 5 6 7	1 2 3 4 5	1 2 3	1 2
		1 2 3 4 5 6 7	1 2 3 4 5	1 2 3	1 2
		1 2 3 4 5 6 7	1 2 3 4 5	1 2 3	1 2

	Team/Color	1	2	3	OT	Total
Score By Period						

**Officials:**  
 Referee \_\_\_\_\_  
 Referee \_\_\_\_\_  
 Scorekeeper \_\_\_\_\_  
 Supervisor \_\_\_\_\_

**Manual Purpose.** This floor hockey Official's Manual has been designed to give every official detailed information regarding officiating mechanics. Through evaluation and study, the techniques presented shall be recognized and accepted as officiating standards wherever floor hockey is played.

Those who find it necessary to write the Editor for interpretations of mechanics or situations which have not been covered will receive prompt replies if they send their requests in duplicate, number their questions, leave space after each for the reply and enclose a self-addressed, stamped envelope, or may call:

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# PART I: GENERAL PRINCIPLES AND DUTIES

## Section 1: Knowledge of the Rules

Knowledge of the rules must be flawless and complemented by the ability to be interpreted correctly. These abilities are acquired through experience and study. All rules should be enforced fairly and consistently.

## Section 2: Physical Condition

Floor hockey officiating is very difficult and requires intense concentration and a degree of physical fitness.

## Section 3: Judgment

Decisions must be instantaneous and a ruling announced with minimum delay. Ensure improved instinctive reactions to play situations by reviewing all possible combination of circumstances before each season. LET YOUR MIND DIGEST WHAT YOUR EYES HAVE SEEN.

## Section 4: Duties and Responsibilities

Two referees and one scorekeeper will be used to administer each contest. Referees and the scorekeeper must have thorough knowledge of the duties of his/her position. Each referee must:

- A. Have the ability to distinguish the difference between violations, minor and major penalties.
- B. Have the ability to call the play immediately by being in the best possible position.
- C. Observe the rulings by the other referee and attempt prevention and correction whenever possible. Always have an opinion on every play so if your partner asks for help you will be able to contribute.
- D. Know the correct procedures for restarting play following a goal, penalty enforcement or a stoppage of play.
- E. Be alert of happenings away from the puck when play has left the immediate area.
- F. Keep the game moving smoothly from start to finish. Hustle but do not hurry!

A scorekeeper must:

- A. Observe ruling by the referees and be ready to discuss situations as required.
- B. Keep record of time, goals, violations and penalty situations.
- C. Know the correct timing procedure in between periods.
- D. Alert referee to correct score, timing or penalty concerns.
- E. During the last two minutes of regulation, the scorekeeper must stop the clock on all whistles (unless a team is winning by 4 or more goals).

## Section 5: Signals

All signals should be given promptly and distinctly. REMEMBER, THE ONLY PART OF OFFICIATING TO OVER EMPHASIZE IS THE SIGNALING. Study the code of floor hockey signals in the back of this manual (pages 19-20).

## Section 6: Communication

- A. Teamwork is essential among the referees and scorekeeper. Continuous communication between all game personnel is essential for effective game administration.
- B. Do not discuss with a team the play or players of his/her opponents in a game you will officiate or are officiating. Do not get angry or try to get even with players/coaches who disagree with your call.

## Section 7: Pre-Game Duties

- A. All three game officials shall arrive at least fifteen minutes prior to game time to discuss responsibilities, specific gym requirements, check all equipment, review any prior problems and to clarify questions.
- B. Conduct a pre-game captains meeting to discuss the following:
  1. Game time
  2. Time between periods
  3. Rough play (play the puck, not the player)
  4. Specific gym ground rules
  5. Questions from team captains

### **Section 8: Coin-Toss**

- A. Introduce referees to each captain and have them introduce each other. Ask visiting team to call the toss. Referee shall catch the toss. The winner of the toss shall have their choice of sides.

### **Section 9: Time-Outs**

- A. Each team gets only one time-out per game. A time-out cannot be used to stop play in progress. Time-outs may only be taken when the puck is not in play.
- B. The scorekeeper shall stop the clock and record the time-out on the game sheet and verify with the referee which team called the time-out.
- C. Referees time-out. The referee can stop the clock to handle any unusual situations resulting from incident, injury or for any reason he/she deems appropriate. The referee shall communicate with the scorekeeper if the clock is to be stopped and when it is to be restarted.

### **Section 10: Between Periods**

- A. When the period expires, the scorekeeper should immediately begin timing the intermission. A horn or whistle shall indicate that the intermission has expired and teams shall return for a center floor face-off.

### **Section 11: Goals**

- A. As soon as the puck completely crosses the goal line between the posts and under the crossbar, the covering referee should blow the whistle, point at the goal when a legal goal is scored, and then report the number of the player who scored the goal to the scorekeeper.
- B. The non-covering referee shall watch the entire floor following a goal for incident or unusual circumstances.
- C. The game shall be restarted by a center-floor face-off.
- D. The game clock will not be stopped after a goal, unless it is during the final two minutes of regulation.

### **Section 12: Penalties**

- A. Penalties/Violations may be called by either referee. A scorekeeper may also call a penalty i.e. too many players on the floor or leaving the penalty box too early. When a referee observes a violation penalty the following procedures will be administered for: (Note: Non-calling referee shall observe the entire floor for incident or unusual circumstances during penalty/violation enforcement.)
  1. Violations
    - a. Blow the whistle to stop play
    - b. Indicate violation to offended player
    - c. Indicate player number and violation to scorekeeper
    - d. Free shot at center floor face-off spot (Optional) or face-off at nearest spot
  2. Minor Penalties
    - a. Blow the whistle to stop play
    - b. Indicate type of penalty to offended player
    - c. Indicate to offender to report to the penalty box
    - d. Indicate player number and violation to scorekeeper
    - e. Insure offender leaves floor
    - f. Free shot at center floor face-off spot (Optional) or face-off at nearest spot
  3. Major Penalties
    - a. Blow the whistle to stop play
    - b. Defuse any possible retaliation
    - c. Indicate type of penalty to offended player
    - d. Indicate to offender to report to the penalty box
    - e. Indicate player number and violation to scorekeeper
    - f. Insure offender leaves floor
    - g. Free shot at center floor face-off spot (Optional) or face-off at nearest spot

### **Section 13: Game Control**

- A. Floor hockey is a physical activity involving sticks and pucks. It is imperative that referees are quick and decisive when making calls on violations/penalty infractions. Some penalties may incite players to retaliate; therefore, keeping control of each situation is necessary for a safe and fluid game.
- B. Bench Control: Some situations may incite players to leave their bench area. It is the responsibility of both referees for handling players on the court and ensuring teams remain in their respective bench areas. In the case where an individual(s) or a team leaves their bench area, penalties will be assessed.

### **Section 14: Penalty Shot**

When a penalty shot is awarded, the referee making the call will alert the players and scorekeeper that the penalty infraction requires a penalty shot and the clock is to be stopped.

- A. The calling referee shall ask the scorekeeper to record the penalty.
- B. The non-calling referee will position him/herself near the offensive goal line.
- C. The referee shall place the puck on the center face-off spot. The player who was offended shall have a 1-on-1 opportunity to score on the goalie.
- D. When the goalie is positioned on the goal line the referee will blow the whistle to begin the initial rush. The shooter must attack the net and try to score.
- E. The referee on the goal line will blow the whistle after the shot, or when the puck passes the end-line, goal line or when the goalie makes contact with the puck.
- F. Following the penalty shot, no penalty time shall be served if the penalty shot was called due to a minor penalty/violations, however, if the penalty shot was called due to a major penalty, the penalty time shall also be served.
- G. The game and clock will be restarted with a center floor face-off.

### **Section 15: Disqualification**

There are two types of disqualifications.

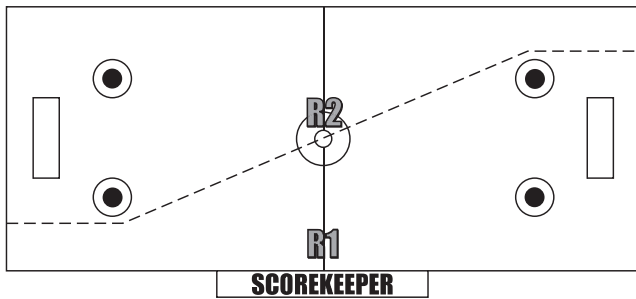
- A. An infraction by a player/bench personnel, so severe that the referee determines that it requires immediate disqualification.
- B. Where a combination of violations/penalties occur for which disqualification is required by rule. When a combination of violations/penalties is reached, the scorekeeper will alert the referee that the offender has been disqualified and must leave the floor (similar to fouling out of a basketball game).
- C. In both cases the non-calling referee shall ensure that the player leaves the floor (some programs may require that player leave the gym).



# PART II: 2 PERSON REFEREE'S MECHANICS

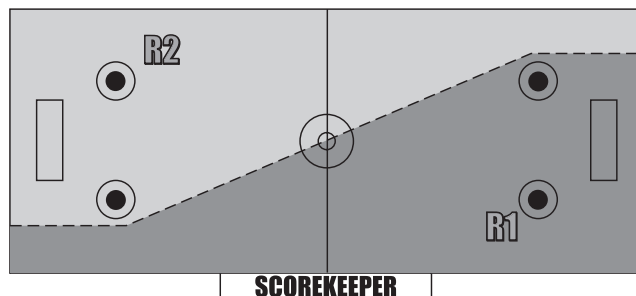
## Section 1: Starting the Game and During all Center Floor Face-offs

- R1 -Position closest to the scorekeeper's side of the floor facing center floor.
- R2 -Position at the center floor face-off area facing the scorekeeper.
- R1 -Positioned on the center line on the same side as the scorekeeper.
- R2 -Administers the face-off.
- R1 -Shall find the puck and move in proper position based on which end of the floor the puck is located.
- R2 -Shall back up and assume the appropriate position on the floor, opposite from R1.



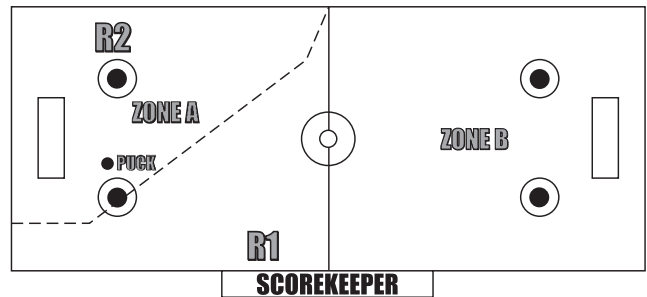
## Section 2: Referee's Primary Area

- R1 -Primary area: Three quarters of the zone to the right of the scorekeeper and one quarter of the zone to the left of the scorekeeper.
  - R2 -Primary area: The R2 primary area is a mirror image of R1. The responsibility of R2 is three quarters of the zone to the left of the scorekeeper and one quarter of the zone to the right of the scorekeeper.
- Each referee is responsible for their area of control. However, both referees have equal jurisdiction and shall call violations and penalties as they see them.

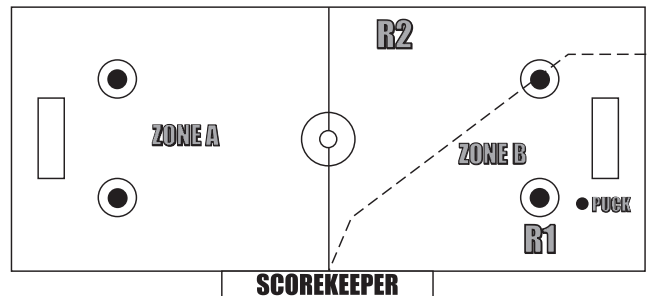


## Section 3: Zone Coverage

- A. When the puck is in Zone A, R2 shall move within close proximity of the goal line on his/her side of the floor. He/she is responsible for all play in the goal crease and on ruling whether the puck crossed the goal line. When the puck is in Zone A, R2 is the primary covering referee. R1 shall remain in the proximity of the center line and be alert for the puck moving quickly back into Zone B.



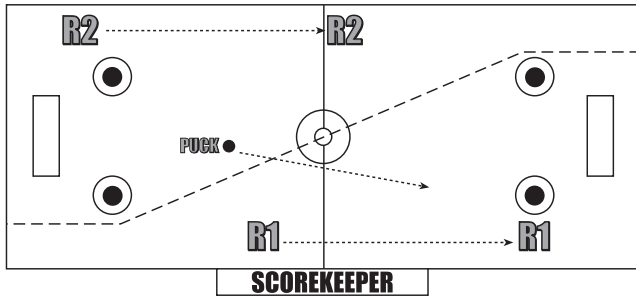
- B. When the puck is in Zone B, R1 shall move within close proximity of the goal line on his/her side of the floor. He/she is responsible for all play in the goal crease and on ruling whether the puck crossed the goal line. When the puck is in Zone B, R1 is the primary covering referee. R2 shall remain in proximity of the center line and be alert for the puck moving quickly back into Zone A.



### Section 4: Working in Transition

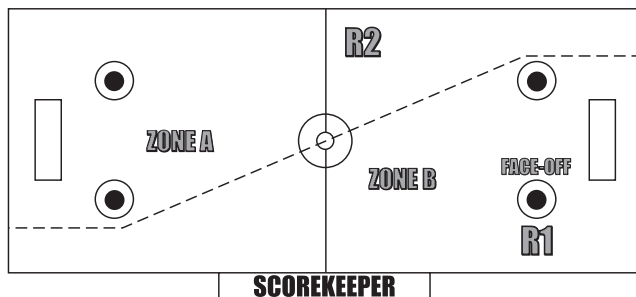
Floor hockey is a swift end-to-end game and the referees must be constantly moving to be in position when the puck moves from one end to the other.

Referees should move along their side of the floor with one referee ahead of the play (if possible) and one trailing the play. Move with the puck, however, do not over commit yourself.

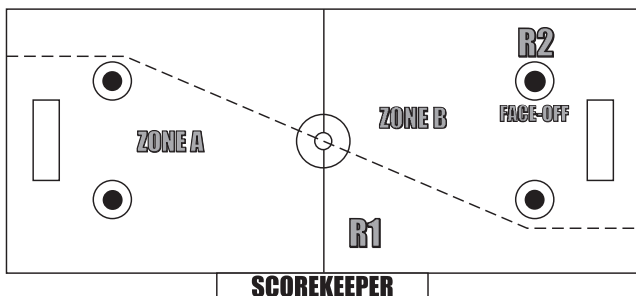


### Section 5: Zone Face-offs

- A. Standard Coverage: When a zone face-off is required, R1 shall move down to administer the face-off and R2 shall move out to the center line. R1 is the primary referee in Zone B. The referees shall remain in this position during play.



- B. Working In Reverse Coverage: At times face-offs will be required on the side that would put the primary referee out of position. When this is required, R2 shall move down to administer the face-off and R1 shall move out to the center line. R2 becomes the primary referee in Zone B. The referees shall remain in reverse position until the next opportunity allows them to get back into standard coverage.



### Section 6: Penalty Shot Coverage

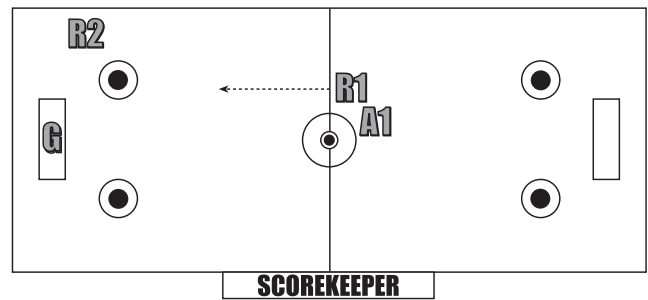
Note: For this example, R1 is the referee who called the penalty shot.

R2 is positioned on the goal line.

R1 is positioned on the center line.

R1 begins by making sure his/her partner and the goalie are ready and on the goal line. He/she blows the whistle to begin the rush by the offended player (A1).

R2 rules on whether the puck crosses the goal line and is responsible for blowing the whistle when the shot has ended.

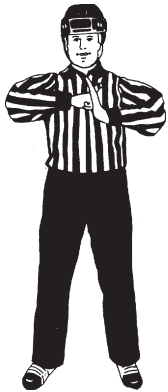


### General Officiating Hints

1. Hustle at all times during the course of the play.
2. Stay out of the way. Referees can get injured just like players. It is very important to pay attention and be alert.
3. Know where the puck is at all times.
4. Defuse potential problems quickly and with authority.
5. Always remember that player safety takes priority.

# OFFICIAL SIGNALS

(Used with permission by USA Hockey)



## Boarding

Striking the closed fist of the hand once into the open palm of the other hand.



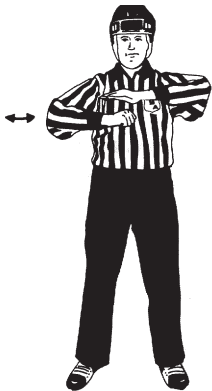
## Checking from Behind

Arm placed behind the back, elbow bent, forearm parallel to the floor.



## Elbowing

Tapping the elbow with the opposite hand.



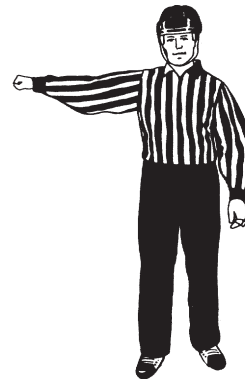
## Butt-Ending

Moving the forearm, fist closed, under the forearm of the other hand held palm down.



## Cross-Checking

A forward motion with both fists clenched, extending from the chest.



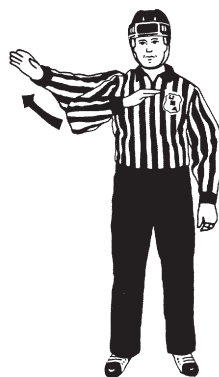
## Fighting (Roughing)

One punching motion to the side with the arm extending from the shoulder.



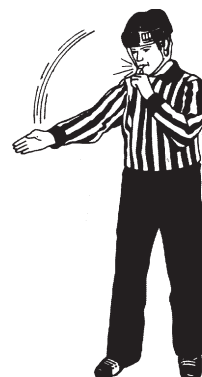
## Charging

Rotating clenched fists around one another in front of the chest.



## Delaying the Game

The non-whistle hand, palm open, is placed across the chest and then fully extended directly in front of the body.



## Goal Scored

A single point, with the non-whistle hand, directly at the goal in which the puck legally entered, while simultaneously blowing the whistle.



**Hand Pass**

The non-whistle hand (open hand) and arm are placed straight down alongside the body and swung forward and up once in an underhand motion.



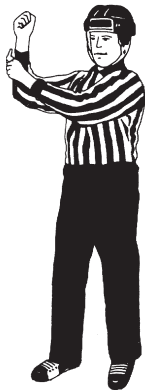
**Interference**

Crossed arms stationary in front of chest with fists close.



**Slashing**

One chop of the hand across the straightened forearm of the other hand.



**High-Sticking**

Holding both fists, clenched, one immediately above the other, at the side of the head.



**Kneeing**

A single tap of the right knee with the right hand, keeping your feet on the floor.



**Spearing**

A single jabbing motion with both hands together, thrust forward from in front of the chest, then dropping hands to the side.



**Holding**

Clasping the wrist of the whistle hand well in front of the chest.



**Misconduct**

Placing of both hands on hips at one time.



**Timeout and Unsportsmanlike Conduct.**

Using both hands to form a "T."



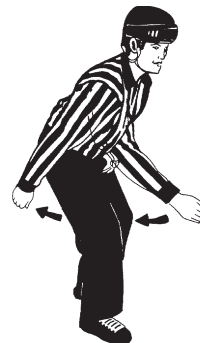
**Hooking**

A tugging motion with both arms, as if pulling something toward the stomach.



**Penalty Shot**

Arms crossed (fists clenched) above head.



**Tripping**

Strike the side of the knee and follow through once, keeping the head up and your feet on the floor.