

Floorball Rules

Games:

- Senior Floorball & Women's Floorball:
 - Games run for 35 minutes, with two 16-minute halves and a 1-minute half-time break.
 - The first games of the night start at 5:50pm and our last games start at 9:55pm.
 - Game fees are \$80 per team, per match and must be paid prior to the start of the game.
 - Split payments are not accepted. 1 payment of \$80 is required per team.
- Revolution 3's:
 - Games run for 35 minutes, with two 16-minute halves and a 1-minute half-time break.
 - The first games of the night start at 5:50pm and our last games start at 9:55pm.
 - Game fees are \$48 per team, per match and must be paid prior to the start of the game.
 - Split payments are not accepted. 1 payment of \$48 is required per team.
- Junior Floorball:
 - Games run for 35 minutes, with two 15-minute halves and a 1-minute half-time break.
 - Although a guide to game times for each year group is provided each term, it is subject to change dependant on league size and court availability.
 - Game fees will vary depending on the length of the season and must be paid in full prior to the season commencing.
- There are no timeouts and the clock will not be stopped, except in the case of a serious injury where a player is unable to leave the court.
- A match is started and finished by the referee's whistle.

Time Requests:

- Due to fixturing constraints, Revolution Sports is unable to accept specific time requests for games.

Forfeit Policy:

- Forfeits must be communicated directly to the respective Floorball coordinator with as much notice as possible.
- Senior Floorball & Women's Floorball:
 - If more than 24 hours' notice before your game is given: no charge
 - If less than 24 hours' notice before your game is given: \$80
 - If no notice is given: \$160

- Revolution 3's:
 - If more than 24 hours' notice before your game is given: no charge
 - If less than 24 hours' notice before your game is given: \$48
 - If no notice is given: \$96
- Junior Floorball:
 - All bye requests are treated as forfeits. No refund is provided for games missed during the season where a team has requested not to play on a specific date.
 - Please endeavour to give as much notice as possible when forfeiting.

Teams:

- Senior Floorball & Women's Floorball:
 - A maximum of 5 players are permitted on the court at any one time (including the goalkeeper).
 - A maximum of 5 substitutes are permitted (10 players in total).
 - Senior mixed teams may only have a maximum of 3 males on the court at any one time.
 - Women's teams must include only female players.
 - Teams must have a minimum of 3 players on the court before a match can commence.
 - Players must be a minimum of 15 years of age to participate in Senior Floorball and Women's Floorball.
- Revolution 3's:
 - A maximum of 3 players are permitted on the court at any one time.
 - A maximum of 3 substitutes are permitted (6 players in total).
 - Women's teams must include only female players.
 - Teams must have a minimum of 2 players on the court before a match can commence.
 - Players must be a minimum of 15 years of age to participate in Revolution 3's.
- Junior Floorball:
 - A maximum of 5 players are permitted on the court at any one time (including the goalkeeper).
 - A maximum of 5 substitutes are permitted (10 players in total).
 - Teams must have a minimum of 3 players on the court before a match can commence.
 - Players must be in the respective school year level or below.
- Teams must be ready to start the game at the scheduled match time.
- The following penalties apply for lateness:
 - 3-5 mins: 1 goal
 - 5-8 mins: 2 goals
 - 8+ mins: Forfeit

Teams Uniforms:

- All teams must be wearing the same-coloured shirt. Bibs are available at the front counter or from the venue supervisor if necessary.
- All players must be wearing sporting attire and appropriate footwear.
- Shin guards are not compulsory but may be worn.
- All players must remove or tape over any items of jewellery.
- No hats are allowed to be worn while playing.

Interchange:

- Players may interchange at any time without notifying the referee.
- There is no limit to the amount of interchanges a team is permitted to make during a match.
- Players must interchange at the same position on the court, in their defensive half.
- The player coming onto the field of play must wait until the player coming off the court has completely crossed the boundary line before entering.
- In the event of a player being sent off due to a yellow card, a player may immediately replace the offending player. The player who has been issued a yellow card is not permitted back on the court until 2 minutes of playing time has expired.
- In the event of a player being sent off due to a red card, a player may replace the offending player once 5 minutes of playing time has expired. The player who has been issued a red card is not permitted back on the court for the remainder of the match.

Injuries:

- An injured player must leave the court as quickly as possible.
- In the event of a serious injury where the player is unable to leave the court, the clock will be stopped.
- Once an injured player leaves the court, another player can replace them.
- If a player is bleeding, they must leave the court immediately and cannot return until the bleeding has stopped.
- Ice packs and other first aid supplies are available at the front counter.

Points System:

- Teams will be awarded 4 points for a win.
- Teams will be awarded 2 points for a draw.
- Teams will be awarded 1 point for a loss.
- For Senior Floorball, Women's Floorball and Revolution 3's, teams who are fixtured on a bye or request a bye (with at least 1 weeks' notice before fixtures are released each Monday, Wednesday and Thursday night respectively) will be awarded 2 points.

- Teams may request a maximum of 4 byes per season. Thereafter, 0 points will be awarded for a bye.
- For Junior Floorball, byes are treated as forfeits.
- Where an opposition team forfeits and no replacement game is found, teams will be awarded 4 points (FF).
- Where a team forfeits, they will be awarded 0 points (FA).
- For Senior Floorball, Women's Floorball and Revolution 3's, where a team plays a team from a higher division, they will be awarded a win and 4 points irrespective of the result.
- In the event of a game being abandoned, the result of the game will be determined by the Coordinator.

Finals:

- The finals format is the standard 1st v 4th, 2nd v 3rd. The winners will then go through to play in the Grand Final in the following week.
- Senior Floorball & Women's Floorball:
 - In the event of a drawn Semi or Grand Final, up to 2 minutes of extra time is played with only 4 players on the court for each team. The first team to score wins.
 - If no goal is scored in the first period of extra time, the teams will play another 2 minutes of extra time with only 3 players on the court for each team. The first team to score wins.
 - If after both periods of extra time neither team has scored a goal, the higher placed team will be deemed the winner.
- Revolution 3's:
 - In the event of a drawn Semi or Grand Final, up to 2 minutes of extra time is played. The first team to score wins.
 - If no goal is scored in the first period of extra time, the teams will play another 2 minutes of extra time with only 2 players on the court for each team. The first team to score wins.
 - If after both periods of extra time neither team has scored a goal, the higher placed team will be deemed the winner.
- Junior Floorball:
 - In the event of a drawn Semi Final, the team higher on the ladder proceeds through to the Grand Final.
 - In the event of a drawn Grand Final, up to 2 minutes of extra time is played with only 4 players on the court for each team. The first team to score wins.
 - If no goal is scored in the first period of extra time, the teams will play another 2 minutes of extra time with only 3 players on the court for each team. The first team to score wins.
 - If after both periods of extra time neither team has scored a goal, the higher placed team will be deemed the winner.
- Players must have played at least 4 games during the season to qualify for finals.

- Playing an unqualified player will result in a forfeit.
- Final ladder positions will be determined by total points. In the case of teams having equal points, the team with the higher goal difference will take precedence. If goal difference is also equal, the team with the most wins will take precedence. If still equal, the team with the most goals scored will take precedence.
- In the case of a team being unable to play a finals match, the next highest ranked team will qualify.

Referee:

- Each match is officiated by 1 referee, who is appointed by the Coordinator.
- Their decisions shall be final, unquestionable and shall extend to players and spectators.
- Revolution Sports has a zero-tolerance policy for abuse towards referees.

Rules:

Fixed Situations

General regulations for fixed situations:

- When play has been interrupted, it shall be resumed with a fixed situation.
 - Fixed situations are face-offs, free hits and penalty hits.
- The referee shall mark the place for the fixed situation. The ball may be played after the signal if it is not moving and is in the right position.
 - If, in the referees' opinion, play is not affected, the ball does not have to be entirely still or in exactly the right place at a hit-in or a free hit.
- A fixed situation shall not be unreasonably delayed.

Face-off:

- At the start of a new half and to confirm a correctly scored goal, a face-off shall be taken at the centre spot.
 - When a face-off is taken at the centre spot, each team shall be on their own side of the centre line.
- The ball shall be played with the stick and shall be taken by one field player from each team.
- The team that conceded the last goal shall choose which side of the ball to place their stick and in all other circumstances, the team mentioned second chooses.
- The players should not touch the ball before the whistle is blown.
- The players' feet shall be perpendicular and the same distance from the centre line.
- The sticks need to be held with a normal grip with both hands placed above the grip mark.
 - Normal grip implies the way that the player holds their stick during play.
- The blades shall also be perpendicular to the centre line without touching the ball.

- When play is interrupted and neither team can be awarded a hit-in, free hit or a penalty hit, play shall be resumed with a face-off.
 - A face-off shall be taken at the nearest side of court in line with where play was interrupted or in the nearest corner.
- All players, except those taking the face-off, shall immediately, without being summoned by the referee, take a position at least 3m from the ball, sticks included.
- A face-off may go directly into goal.

Events leading to a face-off:

- When the ball is damaged unintentionally.
- When the ball is not correctly playable.
- When parts of the board have been separated and the ball comes near the place in question.
- When the goal cage is moved unintentionally and cannot be put back within a reasonable time.
 - It is the goalkeeper's responsibility to put the goal cage back as soon as it is considered possible.
- When a serious injury occurs, or an injured player directly affects play.
- When an unnatural situation occurs during play.
- When a goal is disallowed.
- When the referee is unable to decide the direction of a hit-in or a free hit.
 - This includes when players from both teams commit offences simultaneously.

Hit-in:

- When the ball leaves the rink, a hit-in shall be awarded to the non-offending team.
- A hit-in shall be taken from the point on the court closest to where the ball left the rink, but never behind the goal.
 - Where the point closest to where the ball left the rink is behind the goal, the hit-in shall be taken from the closest corner.
- The opponents shall immediately, without being summoned by the referee, take a position at least 3m from the ball, sticks included.
 - The player taking the hit-in does not have to wait for the opponents to take position.
 - However, if the ball is played while the opponents are trying to take position in a correct way, no action shall be taken.
- The ball shall be played with the stick. It shall be hit, not dragged, flicked or lifted on the stick.
- The player taking the hit-in shall not touch the ball again before it has touched another player or another player's equipment.
- A hit-in may go directly into goal.

Free hit:

- The free hit shall be taken from where the offence was committed, but never behind the imaginary extensions of the goal lines, or closer to the goalkeeper areas than 3m.
- The opponents shall immediately, without being summoned by the referee, take a position at least 3m from the ball, sticks included.
 - The player taking the free hit does not have to wait for the opponents to take position, but if the ball is played while the opponents are trying to take position in a correct way, no action shall be taken.
- The ball shall be played with the stick. It shall be hit, not dragged, flicked or lifted on the stick.
- The player taking the free hit shall not touch the ball again before it has touched another player or another player's equipment.
- A free hit may go directly into goal.

Offences leading to a free hit:

- When a player hits, blocks, lifts or kicks an opponent's stick.
 - If the referee considers the player to have played the ball before hitting the opponent's stick, no action shall be taken.
- When a player holds an opponent or opponent's stick.
- When a field player raises the blade of their stick above waist level in the back swing before hitting the ball, or in the forward swing after hitting the ball.
 - This includes mock shots.
 - A high swing is allowed if no other players are in the vicinity, and there is no risk of being hit.
 - Waist level is considered the level of the waist when standing upright.
- When a player uses any part of their stick to play or attempt to play the ball above knee level.
 - Knee level is considered the level of the knees when standing upright.
- When a player uses their foot or lower leg to play or attempt to play the ball above knee level.
 - A player using their thigh to stop the ball is not considered to be playing the ball above knee level, unless considered dangerous.
 - Knee level is considered the level of the knees when standing upright.
- When a player places their stick, foot or leg between an opponent's legs or feet.
- When a player, in control of the ball, or trying to reach it, forces or pushes an opponent in any way other than shoulder to shoulder.
- When a player, in control of the ball, trying to reach it, or trying to get a better position, moves backwards into an opponent, or prevents an opponent from moving in the direction intended.
- When a field player is in the goalkeeper area.

- A field player is considered to be in the goalkeeper area if any part of their body touches the floor inside the goalkeeper area.
- A field player with only their stick in the goalkeeper area is not considered to be in the goalkeeper area.
- When a field player intentionally moves the opposing team's goal cage.
- When a field player jumps up and makes contact with the ball.
 - Jumping is considered to be when both feet entirely leave the floor.
 - Running is not considered to be jumping.
 - A player is allowed to jump over the ball.
- When a field player plays the ball from outside the rink.
- When a face-off, hit-in or a free hit is incorrectly performed or intentionally delayed.
- When a player delays play.
 - This includes when a field player, in order to waste time, places himself against the rink or goal cage in such a manner that the opponent is unable to reach the ball in a correct way.
 - This also includes when the goalkeeper blocks the ball through the goal net. The player should, if possible, be made aware of this before any actions are taken.
- When a field player plays the ball with their head.
- When a field player stops or plays the ball with their hand or arm.
- When a field player stops or plays the ball with both knees or one hand on the floor, stick holding hand excluded.

Penalty hit:

- A penalty hit may be awarded when a foul is committed against an attacking player to deny them an obvious goalscoring opportunity.
- In determining whether there was an obvious goalscoring opportunity, the referee shall consider:
 - The position of defenders and the goalkeeper;
 - The position of the attacking player in relation to the goal; and
 - Whether the attacking player could have otherwise reasonably played the ball.
- A goal may be scored directly from a penalty hit.
- The ball must be stationary on the penalty mark.
- The player taking the penalty hit must be clearly identified.
- The player taking the penalty hit must wait until the referee blows their whistle before hitting the ball.
- The player taking the penalty hit must not take more than one step before hitting (not dragging, flicking or lifting on the stick) the ball.
- The defender/goalkeeper must remain in their defensive house without touching any part of the goal until the ball is hit.

- The players other than the player taking the hit and the defender/goalkeeper must be:
 - On the court
 - At least 5m from the penalty mark
 - Behind the penalty mark
- The player taking the penalty hit must not play the ball more than once.
- If a penalty hit is awarded when a period is about to end, the period will be considered to have ended once the penalty hit has been completed.
- A penalty hit is considered completed when, after the ball is in play, any of the following occurs:
 - The ball stops moving, goes out of play or a goal is scored; or
 - The ball is played by any player (including the hitter) other than the defender/goalkeeper.
- If a defending team player (including the defender/goalkeeper) commits an offence and the penalty hit is missed/saved, the penalty hit is retaken.
- If the player taking the penalty hit or a teammate commits an offence before the ball is in play, the referee restarts play with a free hit to the opposing team.
- If the penalty hit is missed, play will be restarted with a face-off in the corner.

Offences leading to a penalty hit:

- When a defending player commits a foul against an attacking player to deny them an obvious goalscoring opportunity.
 - This includes all offences where a free hit would have otherwise been awarded.
- When the defending team deliberately wastes time (e.g. by hitting the ball away) to deny the attacking team an obvious goalscoring opportunity when a period is about to end.

Goals

Allowed goals:

- A goal shall be considered allowed when it has been correctly scored and confirmed with a face-off at the centre spot.
- An allowed goal must not be disallowed after the face off is made.
- The entire ball must cross the goal line for the goal to be allowed.

Incorrectly scored goals:

- When a player in the attacking team has committed an offence leading to a free hit or a penalty hit in connection with, or immediately before the goal.
 - This includes when a team scores with too many players on the court or when a player in the attacking team intentionally moves the goal cage out of position.

- When a player in the attacking team intentionally kicks or directs the ball into goal with any part of their body and the ball goes into the goal even after having touched an opponent, an opponent's equipment or a player in the attacking team.
 - Since this is not considered an offence, play shall be resumed with a face-off.
- When the ball passes the goal line during, or after a signal.
- When the ball goes into the goal cage without passing the goal line from the front.

Advantage

- The referee may play the advantage whenever an offence occurs and there is no rule which prohibits the advantage from being applied.
- The referee should consider the following factors in deciding whether to apply the advantage:
 - The position where the offence was committed: the closer to the opposing goal, the more effective the advantage can be.
 - The severity of the offence: if the offence warrants a red card, the referee must stop play and send off the player, unless there is an opportunity to score a goal.
 - The chances of an immediate, promising attack.
 - The atmosphere of the match.
- The decision to penalise the original offence must be taken within a few seconds.
- If the referee applies the advantage for an offence for which a yellow or red card would have been issued had play stopped, the yellow or red card must be issued when play next stops.
- The advantage should not be applied in situations involving serious foul play or violent conduct, unless there is an obvious goalscoring opportunity.

Disciplinary Action

- The referee has the authority to take disciplinary action from the pre-match warm up until the conclusion of the match.
- A yellow card communicates a 2-minute cool down.
 - The player who has been issued a yellow card is not permitted back on the court until 2 minutes of playing time has expired.
 - In the event of a player being sent off due to a yellow card, a player may immediately replace the offending player.
 - If a player is issued two yellow cards in the same match, they must be sent off (red card).
- A red card communicates a sending-off.
 - The player who has been issued a red card is not permitted back on the court for the remainder of the match.
 - In the event of a player being sent off due to a red card, a player may replace the offending player once 5 minutes of playing time has expired.
- Both players and substitutes may be shown a red or yellow card.

- Where more than one offence is committed at the same time, the referee must punish the more serious offence in terms of sanction, restart, physical severity and tactical impact.

Yellow card offences:

- A player shall be issued a yellow card if guilty of:
 - Delaying the restart of play (time wasting)
 - This includes failing to respect the required distance when play is restarted with a hit-in or free hit.
 - Dissent by word or action
 - Persistent careless offences (no specific number or pattern of offences constitutes 'persistent').
 - 'Careless' is when a player shows a lack of attention or consideration when making a challenge or acts without precaution.
 - A reckless challenge
 - 'Reckless' is when a player acts with disregard to the danger to, or consequences for, an opponent.
 - Unsportsmanlike behaviour
 - Committing an offence against an opponent which denies the opponent an obvious goalscoring opportunity, if the offence was an attempt to play the ball.
 - Any other conduct deemed worthy of a yellow card by the referee.
- A substitute is issued a yellow card if guilty of:
 - Delaying the restart of play
 - Dissent by word or action
 - Unsportsmanlike behaviour
- Where two separate yellow card offences are committed (even in close proximity), a red card should be issued. For example, if a player commits a reckless tackle and then shows dissent towards the referee, two yellow cards and therefore a red card shall be issued.

Yellow card for unsportsmanlike behaviour:

- A player shall be issued a yellow card for unsportsmanlike behaviour, including if a player:
 - Attempts to deceive the referee, e.g. by feigning injury or pretending to have been fouled.
 - Verbally distracts an opponent during play
 - Deliberately moves the goal
 - Excessively celebrates a goal

Red card offences:

- A player is issued a red card if guilty of:
 - A challenge using excessive force

- 'Using excessive force' is when a player intentionally exceeds the necessary use of force and/or endangers the safety of an opponent.
 - Serious foul play
 - Biting or spitting at someone
 - Violent conduct
 - Using offensive, insulting or abusive language and/or gestures
 - Receiving a second yellow card in the same match
 - Any other conduct deemed worthy of a sending-off by the referee.
- A player or substitute who has been sent off must leave the pitch immediately.

Revolution 3's

- Unless specified below, the rules above also apply in Revolution 3's.

Restarting play after a goal:

- After a goal is scored, the conceding team is awarded a free hit to be taken from their defensive house to restart play.
 - The player taking the free hit may play the ball to themselves.
 - The attacking team must be at least 3m from the free hit.

Penalty goal:

- If a defending player has any part of their body in or above their defensive house and directly influences the play, the attacking team will be awarded a goal.

Penalty hit:

- The penalty hit shall be taken from where the offence was committed, but never behind the imaginary extensions of the goal lines.
- Players from the defending team are not permitted to stand in front of their goal to defend the penalty hit.
 - However, they are permitted to defend by standing behind their goal and holding their sticks in front of the goal.
- If a penalty hit misses, play continues as normal.

Offences leading to a penalty hit:

- The defending team commits an offence within 3m of their goal.
- A defending player has any part of their body in or above their defensive house but does not directly influence the play.

Goalkeepers:

- Goalkeepers are not permitted in Revolution 3's.
- Players may stand in front of their goal to defend but must not have any part of their body in or above their defensive house.