



Curtin Stadium

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CURTIN STADIUM FLOORBALL RULES & REGULATIONS

PLEASE NOTE: The following are basic rules and regulations specific to the Curtin Stadium organised Floorball competitions.

Nominations and fixtures:

- Please note that it is the team's responsibility to find out their team's fixtures. Teams will not be called regarding their game times. All fixtures and results are available on our website <http://life.curtin.edu.au/curtin-stadium/social-sport.htm> this link will be emailed to team captains and vice captains prior to the first week of competition.
- Management reserves the right to add and change any game times where necessary.
- All teams can expect to get an even spread of game time slots over the season. Game times are between 6.00pm and 10:00pm although games could run early and/or later depending on team numbers.
- Changes to playing grade must be made in the first three weeks of competition (if applicable). These changes will be made at the discretion of the Sports Program Coordinator. Changes will be made in the following instances:
 - A team requests a grade change. Any requests must be made to the Sports Program Coordinator on 9266 7052 or email socialsports@curtin.edu.au
 - The Sports Program Coordinator and/or Umpires believe that a team is not compatible with the grade that they are currently playing in.
- Teams can contact the Sports Program Coordinator on 9266 7052 for any general enquiries.

1. Playing Area

- Curtin Stadium Main Arena air-conditioned courts.

2. Players

- The maximum number of players on court at any given time is five (5). A maximum of only three males on field at any one time is permitted. If a team has an incorrect ratio, it either plays with less players (4 – 2 males and 2 females) or plays a 'friendly' game with the incorrect ratio but is credited with an automatic loss. The umpire and both team captains must agree upon an automatic loss prior to the start of the game.
- There is no limit to the number of players on the bench.
- The minimum number of players on court without incurring a forfeit is four (4).
- Players can only play for their registered teams. Players can only register for one team
 - i. Players can only fill-in for teams that play in the division below their team or higher. (Example: player from division 1 can only fill-in for division 1&2 – a player from division 3 can fill-in for divisions 1, 2, 3, 4.)
 - ii. Teams that bring a player from 2 or more divisions higher will not receive competition points for that game (forfeit loss). It is the team captain's responsibility to ensure any fill-in players are eligible to play.

3. Player Equipment

- Sticks are supplied for use on the night
- All players are required to wear a team uniform consisting of the same coloured tops by the end of grading or the third week of competition. Point penalties will be enforced for those wearing a different coloured shirt (1 goal per incorrect shirt).
- All players must remove objects such as watches/jewellery (taping of facial jewellery is expected) that may be dangerous to other players. A wedding band or a medic alert bracelet may be worn, but must be appropriately taped. Failure to do so may result in the ineligibility of the player to participate in the current game.
- Nails must be cut/covered
- Appropriate non-marking covered footwear must be worn.

4. To Play

- a. All weekly game fees must be paid prior to the start of scheduled games.
- b. Teams will receive a team sheet when they pay at reception players must initial the team sheet and hand to the umpire prior to the game.
- c. No Team sheet = No Game.
- d. Not only does it keep the other team waiting, late starts affect the whole evening's fixtures times, therefore the clock will start running at the scheduled time. If a team is late, they will be penalised accordingly and the game will go on.

Penalties

2 minutes late	2 goals
3 minutes late	3 goals
4 minutes late	4 goals
Each minute thereafter	2 goals

- The minimum number of players on court without incurring a forfeit is three (3) plus a goalie.
- Games will be forfeited if a team is not ready to play within ten (10) minutes of scheduled game time.

5. The Game

- A 50cm high rink surrounds the field.
- The goal size is 115cm by 160cm and in front of it is a crease (2.5m by 1m) where only the goalie can be although the ball may be played from there by a field player with a stick.
- The goalie area is 4m by 5m and this is the area the goalie may play normally.
- The goalie must not hold the ball for more than 3 seconds and when throwing the ball, it must hit the floor before passing the centre line.
- If the ball goes out of the rink the other team can continue play 1 metre away from the spot the ball went out. If the ball goes out from the end the other team continues from the corner spot.
- When given a free hit the opponent must be at least 3 metres away from the ball, including sticks.
- The ball may be kicked.
- The ball must not be played with the hands or head.
- The ball may be played from the air if it is below knee level.
- No form of pushing or physically tackling the body is allowed.
- Players may not play without a stick.
- You are not allowed to jump and play ball at the same time.
- The ball may not be played if a hand or both knees are on the ground (one knee is allowed).
- Free shot or 2 minute penalty is given when:

high sticking, hitting the opponents stick, playing ball with hand or head, tackling, pushing, obstructing, throwing the stick, wrong distance in free shot -a penalty shot is given if the foul is committed when the other player is trying to score from close to the goal.

6. Game length

- Teams have 40 minutes to complete their matches. This is made up of 3 x 12 minute periods with a 1 minute break between periods.

7. Method of Scoring

- Goals can be scored off the stick of an attacking player (no body contact). If the ball deflects off a defending player then the goal will be awarded.
- Goals will not be awarded if an attacking player is in the goal area (sticks allowed).

8. Competition Points

- Win = 3 points
- Draw = 2 points
- Loss = 1 point
- Forfeit = 0 points (7-0 LOSS)
- Bye = 0 points

9. Suspensions and Ejections

- Incidents of a dangerous or unsportsmanlike nature that are reported by the umpire or an opposing team will be taken seriously.
- All information regarding the incident will be taken into account and a decision on an appropriate resulting action will be made by the Sports Program Coordinator in consultation with senior members of staff.
- Actions may include being removed from the game or venue when the incident occurs, an official warning or a suspension of at least 1 game.
- Both teams are given a warning in relation to language and general behaviour on the court before the game and if any of this occurs it results in the player being removed from the court.

9. Duty of Care

- For the safety of all social sport participants a penalty will be given against any player, for deliberately or recklessly playing in a manner that does, or could potentially cause harm to another player, as determined by the umpire. It includes unfair play, dangerous play and misconduct that does not meet accepted standards of good sportsmanship.
- The 'DoC' penalty will be decided by the umpire/s dependant on the situation, but may result in penalty, send-off, suspension or banning from the competition.
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10. Forfeits and Withdrawals

- Teams must attend every fixtured game for the season or notify the Sports Program Coordinator on 9266 7052 or socialsports@curtin.edu.au if they cannot attend a fixtured game and a forfeit will result.
- A game will be declared a forfeit when:
 - A team is not ready to play within (10) ten minutes of the scheduled start time;
 - A team fails to honour their fixtured game (this includes finals).
- Any team forfeiting will incur the following fine's:
- Any team that has notified the Sports Program Coordinator by 4.00pm the day of the fixture: **Normal game fee for that chosen sport.**

- Any team that does not show up to a fixture game without notifying the Sports Program Coordinator prior to 4.00pm the day of their fixture will be charged **twice (2x) the Normal Game fee for that chosen sport. This is referred to as a 'NO SHOW FEE'**
- Should a team forfeit their game the forfeit fee must be paid the week proceeding a forfeit. Unfinancial teams will not receive competition points. Teams whose payments are up to date prior to their last game will receive their last game free as part of the fee paid at the time of registration.
- Teams with outstanding forfeit fees from previous season will not be eligible for the next season until all fees are paid.
- If a team forfeits their match, the opposing team will be awarded a win 7 – 0 and their game fee will be held over to the following week.

Any team that withdraws from the competition throughout the season will be issued with a \$200 withdrawal fee plus any outstanding fees.

10. Finals Procedures

- To be eligible to play in the top 4 play-offs, a player must have played a minimum of 3 games during the season
- In the event of a draw in the final fixtures, the game will go to 'Golden Goal' extra time consisting of four (4) minutes where the team who scores the first goal wins. In the event that it is still a draw after extra time, teams will go to penalty shoot out.

11. Have Fun!

The referees and competition organiser have the right to review any rule stated above at any time prior to or during the competition. If a situation arises which is not mentioned above the referees and/or competition organiser will use their discretion in making a decision.