



Special Olympics

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**2012 Rule Change Summary
Floor Hockey**

Change From	Change To
	See updated diagram
<p>SECTION B - FACILITIES</p> <p>m. Face-Off Circles: face-off circles are marked with a circular spot of 10cm in radius or a line of 10cm in length in the center 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 center of the goal line. The center of each side face-off circle is equal distance from the center line to the end of court and <u>15%</u> in from the side of the court.</p> <p>For instance, if the court measures 15.24 X 30.5 meters. The center face-off spot of each face-off circle is determined by measuring a point 7.6m from the center line, then measure in from the side of the court 2.29m from the side of the court. If the court measures 12 X 24 meters, the center each face-off spot is determined by measuring the 6.1m from the center line and 1.8m from the side of the court. Each circle has a radius of .75m and a line drawn through the center point of the face-off circle that is parallel to the center line.</p>	<p>SECTION B - FACILITIES</p> <p>m. <u>End Zone Face-Off Circles</u>: face-off circles are marked with a circular spot of 10cm in radius or a line of 10cm in length in the center of each circle. There are two face-off circles in each half of the playing surface, each circle is located at a 45 degree angle from the center of the goal line. The center of each side face-off circle <u>is positioned halfway from the centerline and the end of the court and 10 % in from the side of the court.</u></p> <p>For instance, if the court measures 15.24 X 30.5 meters, the center of each face-off circle is determined by measuring a point 7.6m from the center line and 1.5 m from the side of the court. If the court measures 12 X 24 meters, the center of each face-off circle is determined by measuring 6.1m from the center line and 1.3m from the side of the court. Each circle has a radius of .75m and a line drawn through the center point of the face-off circle that is parallel to the center line.</p>
	<p>SECTION B – EQUIPMENT</p> <p>Reformatting</p> <p>a. Mandatory Protective Equipment: All</p>

	<p>players must wear: Helmets with full face masks Gloves (i.e padded gloves, street hockey gloves, field hockey gloves) Shin Guards (street hockey, ice hockey, soccer guards) the goalkeeper will be allowed to wear regulation size ice hockey goalkeeper pads not to exceed 31 cm (12 inches) in width. Proper athletic footwear (i.e running shoes)</p> <p>b. Recommended Protective Equipment: Elbow pads Athletic supporter Knee pads Goalie chest protector Mouth piece</p>
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<p>SECTION E – RULES OF COMPETITION 1. Team Competition a. Players and Line Rotations</p> <p>6) Teams shall start a competition with a minimum of 11 players and a maximum of 16 players.</p> <p>7) Each team must submit an approved score sheet to the scorekeeper 10 minutes prior to the start of the game. Each score sheet must include team name, head coach, all players’ names and individual numbers on the respective lines throughout the game reflecting the rotation of all players. One copy of the score sheet shall be kept by the scorekeeper, one by the coach of the opposing team, and one will be given back to the coach. If the score sheet is not turned in on time, a <u>2 -minute bench penalty</u> may be assessed to the late team.</p>	<p>SECTION E – RULES OF COMPETITION 1. Team Competition a. Players and Line Rotations</p> <p>5) Please refer to the coaches’ manual for line rotation examples.</p> <p>6) Teams shall start a competition with a minimum of 11 players and a maximum of 16 players. Any player not included in the line-up must be listed on the bottom of the score sheet, with the reason they are sitting out. In the event of an injury, illness or behavior issue that requires one or more players be removed from the team’s line-up, the team will be allowed to continue with as few as 9 players. If a team cannot field 9 or more players for a game, then the team must forfeit.</p> <p>7) Each team must submit an approved score sheet to the scorekeeper 10 minutes prior to the start of the game. Each score sheet must include team name, head coach, all players’ names and individual numbers on the respective lines throughout the game reflecting the rotation of all players. One copy of the score sheet shall be kept by the scorekeeper, one by the coach of the opposing team, and one will be given back to the coach. If the score sheet is not turned in on time, a <u>1 -minute bench penalty</u> may be assessed to the late team.</p>
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<p>8) In case of an injury, game misconduct, or other event that requires a substitution of player/s and alters a team's line rotation, the referee will stop play. The timekeeper will stop the game clock. The team's coach will adjust the team roster/line rotation accordingly so that each player, excluding the goalkeeper, will play within one line of each other. Substitutions within a line will be allowed in the case of <u>2 or more simultaneous penalties</u>. The clock will remain stopped during substitutions.</p> <p>10) Only players dressed for the current game (maximum of 16) are permitted to sit on the team's bench. Players not in the current game will be listed on the bottom of the score sheet as substitutes and are out for the current game. If a team contains substitutes, the minimum they must be rotated is each game.</p>	<p>8) In case of an injury, game misconduct, or other event that requires a substitution of player/s and alters a team's line rotation, the referee will stop play. The timekeeper will stop the game clock. The team's coach will adjust the team roster/line rotation accordingly so that each player, excluding the goalkeeper, will play within one line of each other. Substitutions within a line will be allowed in the case of <u>3 or more simultaneous penalties</u>. The clock will remain stopped during substitutions.</p> <p>10) Only players and 3 team officials are permitted to sit on the team's bench. Players not in the current game (injury, illness or behavior) will be listed on the bottom of the score sheet.</p> <p>NOTE: The former line rotation diagram has been deleted.</p>
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<p>SECTION E—RULES OF COMPETITION</p> <p>b. Division</p> <ol style="list-style-type: none"> 1) Teams will be divisioned according to a team score compiled in the Individual Skills Contest and a classification round. 2) Coaches must submit Individual Skills Contest scores for each player on their team's roster prior to conducting the competition. The team score is determined by adding all players' scores and then dividing by the total number of players. 3) Teams are initially grouped in divisions according to their Individual Skills Contest team scores. A classification round is then conducted as a means of finalizing the divisioning process. 4) In the classification round, teams will play one or more games with each game lasting at least six minutes. Each team will be required to play all of the players whose Individual Skills Contest scores were submitted to comprise the team score. 	<p>SECTION 3—RULES OF COMPETITION</p> <p>b. Division</p> <ol style="list-style-type: none"> 1) Teams will be divisioned according to a team score compiled in the Individual Skills Competition and a classification round. 2) Coaches must submit Individual Skills Competition scores for each player on their team's roster, utilizing the Team Roster and Skills Assessment form prior to conducting the competition. The team score is determined by adding all players' scores and then dividing by the total number of players. 3) Teams are initially grouped in divisions according to their Team Roster and Skills Assessment scores. A classification round is then conducted as a means of finalizing the divisioning process. In the classification round, teams will play one or more games with each game lasting at least six minutes. Each team will be required to play all of the players on their Team Roster.
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<p>SECTION E—RULES OF COMPETITION</p> <p>f. Minor Fouls</p> <p>1) The following events shall result in a stoppage of play and a face-off at the nearest circle:</p> <p>a) The goalkeeper throws the puck forward to a teammate. The goalkeeper may throw the puck to the side (at a 45-degree angle) to a teammate as long as the puck is behind the center spot for the defensive side face-off circles.</p> <p>b) Any player other than the goalkeeper who holds the puck in his hands or passes the puck with his hands to a teammate.</p>	<p>SECTION E—RULES OF COMPETITION</p> <p>f. Minor Fouls</p> <p>1) The following events shall result in a stoppage of play and a face-off at the nearest circle:</p> <p>a) The goalkeeper throws the puck forward to a teammate. The goalkeeper may throw the puck no more than a 45-degree angle, (per diagram), behind the defending side face-off circle. If the puck is thrown between the defending faceoff circles it is only eligible to be played by an opposing player.</p> <p>b) If a player directs a puck to a team member with his hands an immediate stoppage of play will result unless it is touched or controlled by an opposing player.</p>
<p>SECTION E - RULES OF COMPETITION</p> <p>g. Minor Penalties</p> <p>4) If the goalkeeper commits a minor penalty, a teammate playing on the court at the time of the penalty <u>can</u> serve the 1-minute penalty for the goalkeeper.</p>	<p>SECTION E - RULES OF COMPETITION</p> <p>g. Minor Penalties</p> <p>4) If the goalkeeper commits a minor penalty, a teammate playing on the court at the time of the penalty <u>will</u> serve the 1-minute penalty for the goalkeeper.</p>

NOTE: For full detail of Proposed Rule Changes (Accepted and Denied) please contact your Regional Sport Director. This list does not indicate those proposed changes that were not adopted by the Sports Rules Advisory Committee in 2012.