



2018 Rule Change Summary

Floorball

Change From	Change To
Old Formatting	See also date change at footer to reflect June 2018
2. OFFICIAL EVENTS	ADDED: 2.3 Unified Team Competition
3. DIVISIONING 3.1.1 In the classification rounds, teams will play a minimum of two evaluation games of at least five minutes (4 v 4) or seven minutes (6 v 6 and Unified)	ADDED: and Unified
4. RULES FOR 4 V 4 TEAM COMPETITION 4.4.1 A match shall be led and controlled by one authorized referee.	DELETED: authorized CHANGED TO: A match shall be led and controlled by one or two referees, who must be approved by the National Floorball Association.
5. RULES FOR 6 V 6 TEAM COMPETITION 5.3.1 Player Uniforms 5.3.1.1 All field players shall wear uniforms consisting of jerseys, shorts and knee socks. All field players in a team shall wear the exact same uniform. A team's uniform may have any color combination, but the jerseys must not be grey. If the referees consider that the teams cannot be distinguished by their uniforms, the visiting team is obliged to change. The socks shall be pulled up to the knees, mutually uniform and, if decided by the administrating authority, distinguishable between the teams.	DELETED: but the jerseys must not be grey
6. GENERAL RULES FOR ALL TEAM COMPETITION	MOVED TO: 7. GENERAL RULES FOR ALL TEAM COMPETITION
	ADDED: 6. RULES FOR UNIFIED TEAM COMPETITON 6.1 The Rink 6.1.1 The rink shall be a minimum of 24 meters by 14 meters and a maximum of 30 meters by 15 meters



and enclosed by a board with rounded corners, which is approved by the IFF and marked accordingly. Its recommended to play 30 meters by 15 meters with teams of high quality.

6.1.1.2 The rink shall be rectangular, the measures indicating length x width.

6.1.2 Markings on rink

6.1.2.1 All markings shall be made with lines, four to five centimeters in width, in a clearly visible color.

6.1.2.2 A center line and a center spot shall be marked. The center line shall be parallel to the short sides of the rink and divide the rink into two halves of equal size

6.1.3 Goalkeeper areas

6.1.3.1 The goalkeeper areas shall be rectangular, and the measures indicate length x width including the lines. The goalkeeper areas shall be centered in relation to the long sides of the rink.

6.1.3.2 The rear lines of the goal keeper areas shall also serve as goal lines. Marks for the goal posts shall be made on the rear lines of the goalkeeper areas, so that the distance between the marks is 1.6 meters.

6.1.3.3 The goal lines shall be centered in relation to the long sides of the rink. The marks for the goal posts shall be made either with interruptions in the rear lines of the goal keeper area or with short lines, perpendicular to the rear lines of the goalkeeper area.

6.1.3.4 Face-off dots shall be marked on the center line and on the imaginary extensions of the goal lines one meter from the long sides of the rink. The face-off dots shall be marked as crosses. The dots on the center line may be imaginary.



	<p>6.1.4 Goal cages</p> <p>6.1.4.1 Goal cages, approved by the IFF and marked accordingly, shall be placed with the posts on the prescribed marks.</p> <p>6.1.4.2 The dimensions of the goal shall be 160 centimeters x 115 centimeters x 60 centimeters.</p> <p>6.1.4.3 The openings of the goal cages shall face the center spot.</p> <p>6.1.5 Substitution Zones</p> <p>6.1.5.1 The substitution zones shall be marked on both sides of the board. The width of the substitution zones must not exceed three meters, measured from the board.</p> <p>6.1.5.2 The players' benches shall be placed at an appropriate distance from the board and have sufficient room for all members of team not on court, including coaches.</p> <p>6.1.6 Secretariat and penalty benches</p> <p>6.1.6.1 A secretariat with penalty benches shall be placed opposite the substitution zones, by the center line or based on best safe practice or available space in the venue.</p> <p>6.1.6.2 The secretariat and the penalty benches shall be placed at an appropriate distance from the board. There shall be separate penalty benches for each team, placed on each side of the secretariat.</p> <p>6.1.6.3 The penalty benches shall have room for at least two persons each. Exemption for the placing of the secretariat and the penalty benches may be given by the administrating authority.</p> <p>6.1.7 Inspection of the rink</p>
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6.1.8 The referees shall, at an early stage before the match, inspect the rink and ensure that defects are corrected.

6.1.9 All defects shall be reported. The arranging team is responsible for correcting defects and for keeping the board in a proper condition during the match. All dangerous objects shall be removed or padded.

6.2 Participants

6.2.1 Allowable roster size is to be determined by the competition committee. At the Special Olympics World Games, roster may not exceed 12 players, and a minimum of 10 is recommended (eight field players and two goalies recommended). Unified teams must follow Roster rules set in Sport Rules Article 1.

6.2.2 Players

6.2.2.1 Eight field players and two goalies is the recommended minimum roster size.

6.2.2.2 Players may be field players or goalkeepers. No other players than those noted in the match record are allowed to participate in the match or be in their own substitution zones.

6.2.2.3 During play, at the most five players in each team, including only one goalkeeper, may be on the rink simultaneously.

6.2.2.4 For the referees to start a match, each team shall have at least four field players and a properly equipped goalkeeper, or forfeiture will occur

6.2.2.4.1 Referees will abide by federation rules to establish the minimum number of players on a field during play. Unified roster ratios must be set by competition management.

6.2.2.5 Substitution of players



6.2.2.5.1 Substitution of players may take place at any time and an unlimited number of times during a match.

6.2.2.5.2 All substitutions shall take place in the team's own substitution zone. A player leaving the rink has to be on his way passing over the board before a substitute may enter the rink. An injured player leaving the rink outside their own substitution zone must not be replaced until play is interrupted.

6.2.2.6 Goalkeeper regulations

6.2.2.6.1 All goalkeepers shall be marked in the match record.

6.2.2.6.2 The marking shall be made with a "G" in the margin. A player marked as goalkeeper must not participate as a field player, with a stick, during the same match. If a team due to injury or penalty has to replace the goalkeeper with a field player, they have a maximum of three minutes to properly equip the substitute, but none of this time must be used for warming up. The new goalkeeper shall be marked in the match record, and the time of the change shall be noted.

6.2.2.6.3 The goalkeeper can at any time be substituted with a field player.

6.2.2.6.4 If a goalkeeper entirely leaves his goal crease during play, he shall, until he returns, be considered a field player, yet without a stick. This does not apply in connection with a throw-out. A goalkeeper is considered to have entirely left the goal crease when no part of their body touches the floor inside the goal crease. The goalkeeper is, however, allowed to jump within his own goal crease. The lines belong to the goal crease.

6.2.2.7 Team Captain regulations

6.2.2.7.1 Each team shall have a team captain, who shall be marked in the match record.



6.2.2.7.2 The marking shall be made with a “C” in the margin. Change of the team captain may only take place in case of injury, illness or match penalty, and has to be noted with time in the match record. A replaced team captain must not function again as team captain during the same match.

6.2.2.8 Team Staff

Only 3 persons are allowed to be in their own substitution zone. With the exception of a time out, a member of the team staff shall not enter the rink without the referees' permission. All coaching shall take place from the team's own substitution zone where the team staff shall be situated during the match.

6.3 Equipment

6.3.1 Player's clothing

6.3.1.1 All field players shall wear uniforms consisting of jerseys, shorts and knee socks. All field players in a team shall wear the exact same uniform. A team's uniform may have any color combination. If the referees consider that the teams cannot be distinguished by their uniforms, the visiting team is obliged to change. The socks shall be pulled up to the knees, mutually uniform and, if decided by the administrating authority, distinguishable between the teams.

6.3.1.2 All goalkeepers shall be dressed in jerseys and long trousers

6.3.1.3 All jerseys shall be numbered. A team's jerseys shall be numbered with different whole numbers in clearly visible Arabic figures on the back and on the chest. The back figures shall be at least 200 millimeters high and the chest figures at least 70 millimeters high. The jerseys may carry any number between 1 and 99 inclusive, but 1 is not allowed for field players.

6.3.1.4 All players shall wear shoes.



	<p>6.3.1.4.1 The shoes shall be of an indoor sports model. Socks outside the shoes are not allowed. If a player loses one or both shoes during play, they may continue playing until the next interruption.</p> <p>6.3.2 Referees' clothing</p> <p>6.3.2.1 The referees shall wear jerseys, black shorts and black knee socks.</p> <p>6.3.2.2 The referees shall wear the same color combination on their uniform</p> <p>6.3.3 Goalkeeper's equipment</p> <p>6.3.3.1 The goalkeeper must not use a stick.</p> <p>6.3.3.2 The goalkeeper must wear a face mask approved by the IFF and marked accordingly. This only includes on the rink during play. All tampering with the face mask, except painting, is prohibited.</p> <p>6.3.3.3 The goalkeeper may use any kind of protective equipment, but this must not include parts intended to cover the goal.</p> <p>6.3.3.3.1 Helmet and thin gloves are allowed.</p> <p>6.3.3.3.2 All forms of adhesives or friction checking substances are prohibited.</p> <p>6.3.3.3.3 No objects must be kept on or in the goal cage.</p> <p>6.3.4 Team captain's equipment</p> <p>6.3.4.1 The team captain shall wear an armband.</p> <p>6.3.4.2 The armband shall be worn on the left arm and be clearly visible. Tape is not allowed as an armband.</p> <p>6.3.5 Personal equipment</p>
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6.3.5.1 A player must not wear personal equipment which may cause injury.

6.3.5.2 Personal equipment includes protective and medical equipment, watches, earring, etc. The referees decide what shall be considered dangerous. All protective equipment shall, if possible, be worn underneath the clothing. With the exception of elastic headbands without knots, no headgear may be worn. All forms of long tights are prohibited for field players.

6.3.5.3 For any player requiring the use of prescription goggles or protective headgear; this must be constructed of soft material.

6.3.6 Ball

6.3.6.1 The ball weighs 23 grams and its diameter is 72 millimeters. It has 26 holes in it; each of which is 11 millimeters in diameter and shall be approved by the IFF and marked accordingly.

6.3.7 Stick

6.3.7.1 The stick shall be approved by the IFF and marked accordingly.

6.3.7.2 All tampering with the shaft, except shortening, is prohibited. The shaft may be strapped above the grip mark, but no official marks may be covered.

6.3.7.3 The blade shall not be sharp and its hook shall not exceed 30 mm.

6.3.7.3.1 All tampering with the blade, except hooking, is prohibited. The hook shall be measured as the distance between the highest point of the blade's inner side and an even surface on which the stick is lying. Changing the blade is allowed, but the new blade shall not be weakened. Taping the joint between the blade and the shaft is allowed, but no more than 10 mm of the visible part of the blade shall be covered.



	<p>6.3.8 Referees' equipment</p> <p>6.3.8.1 The referees shall be equipped with plastic medium sized whistles, measuring equipment and red cards</p> <p>6.3.8.2 Exemption for other types of whistles may be given by the administering authority.</p> <p>6.3.9 Secretariat's equipment</p> <p>6.3.9.1 The secretariat shall have all the equipment necessary for their responsibilities.</p> <p>6.3.10 Control of equipment</p> <p>6.3.10.1 The referees shall decide about controlling and measuring all equipment.</p> <p>6.3.10.1.1 Inspection shall take place before and during the match. Incorrect equipment, including defective sticks, discovered before the match shall be corrected by the player concerned, who after this may start the match. With the exception of personal equipment and minor defects to the stick (e.g. small holes or painting, which shall be corrected by the player concerned, who after this may continue the match), all incorrect equipment discovered during the match shall lead to the prescribed penalty.</p> <p>6.3.10.1.1.1 Offenses concerning players' uniforms and team captain's armbands shall not lead to more than one penalty per team per match. However, all incorrect equipment shall be reported. No other players than the team captains and the player with the equipment being measured may be at the secretariat during the measuring. After measuring, play shall be resumed according to what caused the interruption.</p> <p>6.3.10.1.1.2 Measuring of a hook may be requested by the team captain.</p>
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6.3.10.1.2 The team captain also has the right to point out to the referees other incorrectness in the opponents' equipment, but in this case the referees decide whether or not to take action. Measuring may be requested at any time, but shall not be carried out until play is interrupted. If measuring is requested during an interruption, it shall be carried out immediately, including in connection with goals and penalty shots, unless in the referees' opinion, it negatively affects the situation for the opposing team. In this case the measuring shall be carried out at the next interruption.

6.3.10.1.3 The referees are obliged to check a hook at the team captain's request, but only one measuring per team per interruption shall be allowed. No other players than the team captains and the player with the equipment being measured may be at the secretariat during the measuring. After measuring, play shall be resumed according to what caused the interruption.

6.4 The Referee

6.4.1 A match shall be led and controlled by one authorized referee.

6.4.2 The referee shall have the right to stop a match if there is an obvious risk that it cannot be continued according to the rules.

6.5 The Secretariat

6.5.1 A secretariat shall be in place. The secretariat shall be neutral and responsible for the match record, time keeping and possible speaker tasks.

6.6 Duration of the game

6.6.1 Regular game time

6.6.1.1 Regular game time can vary from 2 x 7 minutes with a maximum three-minute



intermission up to 2 x 15 minutes with a maximum five-minute intermission when the team changes ends. This may vary based on schedule of games or number of teams in a tournament.

6.6.1.2 When changing ends, the teams shall also change substitution zones. The home team shall choose ends at an early stage before the match. Every new period shall start with a face-off from the center spot. At the end of every period the secretariat is responsible for providing a siren or other suitable sound device, unless this is automatic. The timing of the intermission shall start immediately at the end of the period. The teams are responsible for being back onto the rink in time to resume play after the intermission.

6.6.1.3 Game time shall be effective however depending on venue being used or number of games being played simultaneously a running clock would be preferable to help with scheduling, etc.

6.6.1.3.1 Effective game time implies that time shall be stopped whenever play is interrupted by the referees' whistle, and started again when the ball is played.

6.6.1.3.2 At unnatural game interruptions a triple signal shall be used. The referees decide what shall be regarded as an unnatural interruption, but this always includes: a damaged ball, the board coming apart, injuries, measuring of equipment, unauthorized persons or objects on the rink, the lights going out either completely or partly, and the final signal being sounded by mistake.

6.6.1.3.3 Should the board come apart play shall not be interrupted until the ball is near the place in question. In case of injuries play shall be interrupted only on suspicion of serious injury or if the injured player directly affects play.

6.6.1.3.4 An administering authority may grant an exemption to use non-effective time, in which case game time shall only be stopped in



connection with a goal, a penalty, a penalty shot, a time out or at the referees' triple signal at an unnatural interruption. The last two minutes of regular game time shall always be effective.

6.6.1.3.5 Game time shall be stopped during a penalty shot.

6.6.2 Time out

6.6.2.1 Time out is only used if effective clock is in use.

6.6.2.2 Time out is only used if effective clock is in use. During regular game time, each team shall have the right to request one time out, which shall be carried out, and be marked by a triple signal, as soon as play is interrupted.

6.6.2.3 A time out may be requested at any time, including in connection with goals and penalty shots, but only by the team captain or a member of the team staff. A time out requested during an interruption shall be carried out immediately, but if the referees consider that this negatively affects the situation for the opposing team, the time out shall be carried out at the next interruption. A requested time out shall always be carried out, except after a goal, when the team may withdraw the request.

6.6.2.4 A time out starts at the referees' additional signal when the teams are at their substitution zones and the referees at the secretariat. Another additional signal after 30 seconds mark the end of the time out. After a time out, play shall be resumed according to what caused the interruption. A penalized player must not participate in a time out.

6.6.3 Extra time

6.6.3.1 If a match, that has to be decided, ends with a tie, it shall be extended to a maximum extra time of five minutes.



6.6.3.2 Before extra time, the teams have the right to a two-minute intermission, but no changing of ends shall take place. During extra time the same rules apply to starting and stopping time as during regular game time. Extra time is not divided into periods. Penalty time remaining after regular game time shall continue during extra time. If the score after limited extra time is still equal, the match shall be decided by penalty shots.

6.6.4 Penalty shots after limited extra time

6.6.4.1 Three field players from each team shall take one penalty shot each.

6.6.4.1.1 In a penalty shootout, the three players and the goalkeeper involved in the penalty shootout, must consist of minimum 2 athletes.

6.6.4.2 If the score after this is still equal, the same players shall take one penalty shot each until a decisive result is achieved.

6.6.4.3 The penalty shots shall be taken alternately. The referees decide which goal to use and shall carry out a draw between the team captains. The winner decides which team will start taking the penalty shots. The team captain or a member of the team staff shall, in writing, inform the referees and the secretariat of the numbers of the players and the order in which they will take the penalty shots. The referees are responsible for ensuring that the penalty shots are taken in the exact order as noted by the team staff.

6.6.4.4 As soon as a decisive result is achieved during the penalty shots, the match is over and the winning team shall be considered to have won by one extra goal. During the regular penalty shots, a decisive result is considered to be achieved when a team is leading by a larger number of goals than the opposing team has remaining penalty shots. During the possible extra penalty shots, a decisive result is



considered to be achieved when a team has scored one goal more than the opposing team and both teams have taken the same number of penalty shots. The extra penalty shots do not have to be taken in the same order as the regular penalty shots, but a player must not take his third penalty shot until all the noted players in his team have taken at least two, and so on.

6.6.4.5 A penalized player may participate in the penalty shots if he has not incurred a match penalty. If one of the noted players incurs any penalty during the penalty shots, the team captain shall choose a field player, who is not already noted, to replace the player who has incurred the penalty. If a goalkeeper incurs any penalty during the penalty shots, he shall be replaced by the reserve goalkeeper. If a reserve goalkeeper is not available, the team has a maximum of three minutes to properly equip a field player, who is not already noted, but none of this time may be used for warming up. The new goalkeeper shall be marked in the match record, and the time of the change shall be noted. A team that is unable to note 5 field players shall only be allowed to take as many penalty shots as they have noted players. This is also valid during possible extra penalty shots.

6.6.4.6 Check numbering of players.

6.6.5 Method of scoring: Goal

6.6.5.1 Allowed goals

6.6.5.1.1 A goal shall be considered allowed when it has been correctly scored and confirmed with a face-off at the center spot.

6.6.5.1.2 All allowed goals shall be noted in the match record with the time and the numbers of the scoring and assisting players. As assisting player is considered a player of the same team directly involved in the scoring. Only one assist per goal shall be noted. A goal scored during extra time or from a penalty shot after a period or



a match has ended shall not be confirmed with a face-off, but shall be considered allowed when both referees have pointed at the center spot and the foal has been noted in the match record.

6.6.5.1.3 An allowed goal must not be disallowed.

6.6.5.1.4 If the referees are certain that an allowed goal is incorrect, this shall be reported.

6.6.5.2 Correctly scored goals

6.6.5.2.1 When the entire ball passes the goal line from the front, having been played in a correct way with a field player's stick, and no offense leading to a free-hit or a penalty has been committed by the attacking team in connection with, or immediately before, the goal. This includes:

6.6.5.2.1.1 When a player in the defending team has moved the goal cage out of position and the ball passes the goal line from the front between the marks for the posts and below the imaginary position of the bar.

6.6.5.2.1.2 When an own goal is scored. An own goal may be allowed off the stick or body of the defender. If the non-offending team scores an own goal during a delayed penalty, the goal shall be allowed.

6.6.5.2.1.3 An own goal shall be noted as OG.

6.6.5.2.2 When the entire ball passes the goal line from the front after a player in the defending team has directed the ball with his stick or his body, or a player in the attacking team has unintentionally directed the ball with his body, and no offense leading to a free-hit or a penalty has been committed by the attacking team in connection with, or immediately before the goal.

6.6.5.2.3 The goal shall not be considered correctly scored if a field player in the attacking team intentionally kicks the ball immediately



before it is directed into goal. If a player has scored with an incorrect stick and the mistake is noticed only after the ball has passed the goal line, the goal shall be allowed.

6.6.5.2.4 When a player who is not noted in the match record, or is incorrectly numbered, is involved in the scoring of a goal. Note: Involved implies scoring or assisting.

6.6.5.3 Incorrectly scored goals

6.6.5.3.1 When a player in the attacking team has committed an offense leading to a free-it or a penalty in connection with, or immediately before, the goal. (Prescribed offense sign) Note: This includes when a team scores with too many players or a penalized player on the rink, and when a player in the attacking team intentionally moves the goal cage out of position.

6.6.5.3.2 When a player in the attacking team intentionally directs the ball into the goal with any part of their body. Note: Since this is not considered an offense, play shall be resumed with a face-off.

6.6.5.3.3 When the ball passes the goal line during, or after, a signal.

6.6.5.3.4 A period or a match is over as soon as the final signal has started sounding.

6.6.5.3.5 When the ball goes into the goal cage without passing the goal line from the front.

6.6.5.3.6 When a goalkeeper throws or kicks the ball into the opposing team's goal, in an otherwise correct way. Since this is not considered an offense, play shall be resumed with a face-off. The ball has to touch another player or another player's equipment before it goes into goal.

6.6.5.3.7 When a field player in the attacking team intentionally kicks the ball and it goes into



	<p>goal after having touched another player or another player's equipment.</p> <p>6.6.5.3.8 Note: Since this is not considered an offense, play shall be resumed with a face-off.</p> <p>6.6.5.4 When the offending team scores during a delayed penalty, the penalty shall be carried out and play resumed with a face-off.</p> <p>6.6.5.5 When the ball bounces off one of the referees and directly into goal.</p>