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 games times. Fixtures will be emailed to team captains and secondary organisers. Fixtures can also be viewed on the Curtin Stadium website at www.curtinstadium.edu.au
  Alternatively, teams can contact the Sports Program Officer on 9266 7052.
- All teams can expect to get an even spread of game time slots over the season. Game times are between 5.30pm and 9:15pm although games could run early and/or later depending of team numbers.
- Management reserves the right to add and change any game times where necessary.
- Special fixture requests will be considered. Requests should be submitted in writing with Nomination Form before the closing date for Nominations. Curtin Stadium will consider all requests but reserves the right not to accommodate requests if they are deemed not to be in the best interest of the social sports competition.
- 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 Umpires and the Sports Program Officer. Changes will be made in the following instances:
  1. A team requests a grade change. Any requests must be made to the Sports Program Officer on 9266 7052 or email stadiumsports@curtin.edu.au
  2. The Sports Program Officer and/or Umpires believe that a team is not compatible with the grade that they are currently playing in.

1. Playing Area
   - Curtin Stadium Sports Hall.

2. To Play
   - All weekly game fees must be paid prior to the start of scheduled games.
   - 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.
   - No Team sheet = No Game.
   - 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

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<thead>
<tr>
<th>Lateness</th>
<th>Penalty</th>
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<tr>
<td>2 minutes</td>
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<td>Each minute</td>
<td>2 goals</td>
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- 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.

3. **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, but not more than once and not to a team mate.
- 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 not 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.

4. **Game length**
- Teams have 45 minutes to complete their matches. This is made up of 2 x 15 minute halves with a 5 minute break for half time.

5. **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).
6. **Competition Points**
- Win = 3 points
- Draw = 2 points
- Loss = 1 point
- Forfeit = 0 points
- Bye = 0 points

7. **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 Officer 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.

10. **Forfeits and Withdrawals**
- Teams must attend every fixtured game for the season or notify the Sports Program Officer on 9266 7052 or stadiumsports@curtin.edu.au if they cannot attend a fixtured game and a forfeit will result.
- A forfeit may be declared if:
  1. A game does not start within 10 minutes of the allocated starting time.
  2. A team fails to honour their fixtured game.
- Any team forfeiting will incur the following fine: **Normal game fee for that chosen sport.**
- Fines must be paid prior to the start of the next fixture otherwise the team will become un-financial.
- Un-financial teams will not be awarded premiership points while any forfeit fines are outstanding. Premiership points will not be backdated once the fine is paid. Therefore, please ensure you pay your forfeit fine before your next fixtured game to receive all your premiership points.
- 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 3 – 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.

11. **Finals Procedures**
- In the event of a draw in the final fixtures, the game will go to ‘Golden Goal’ extra time consisting of five (5) 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.

- **Players are only eligible to play finals if they have played at least 1 game during the regular season fixtures.**