



CURTIN STADIUM

FLOORBALL SOCIAL SPORT RULES

These Social Sport Rules must be read together with	<input checked="" type="checkbox"/> The Curtin Stadium Conditions of Entry. <input checked="" type="checkbox"/> The Social Sport Participation Conditions. See links on the Curtin Stadium Website (Website) .
Contacting Curtin	For general enquiries, please contact the Sports Program Coordinator (p: 9266 7052 e: socialsports@curtin.edu.au)
Playing Area	Curtin Stadium Main Arena
Game Length	<ul style="list-style-type: none"> Teams have 40 minutes to complete each game. The playing time is divided into 3 x 12 minute periods
Breaks	1 minute break between periods.

1. BASIC RULES

- (a) A 50cm high rink surrounds the field.
- (b) The goal size is 115cm by 160cm and in front of it is a crease (2.5m by 1m) where only the goalkeeper can be although a field player may play the ball in front of the crease with a stick.
- (c) The goalkeeper area is 4m by 5m and this is the area the goalkeeper may play normally.
- (d) The goalkeeper 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.
- (e) 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.
- (f) When given a free hit, all opponents and their sticks must be at least 3 metres away from the ball.
- (g) Players must not:
 - o play without a stick.
 - o play the ball with the hands or head.
 - o push or physically tackle any other player.
 - o jump and play the ball at the same time
- (h) The ball may be played from the air if it is below knee level.
- (i) The ball may be kicked.
- (j) The ball may not be played if a hand or both knees are on the ground (one knee is allowed).
- (k) Free shot or 2 minute penalty is given for: high sticking; hitting the opponents stick; playing ball with hand or head; tackling; pushing; obstructing; throwing the stick; wrong distance in free shot.
- (l) A penalty shot is given if a foul is committed on a player trying to score from close to the goal.

2. PLAYERS

- (a) The maximum number of players on court at any time is 5.
- (b) The minimum number of players on court at any time is 4 (usually 3 plus a goalkeeper).
- (c) There is no limit to the number of players permitted to be on the bench.
- (d) In mixed floorball, the team must not have more than 3 male players on the court at any time.
- (e) If a team has an incorrect ratio of players it will either be ineligible to play or the umpire and both team captains can agree before the game that the teams will play a 'friendly' game with the incorrect ratio. In either circumstance, Curtin will award the team with the incorrect ratio an automatic loss.

3. SUBSTITUTION OF PLAYERS

A team is only permitted to admit a late player to the game during a break in play.

4. PLAYER EQUIPMENT

Curtin will supply floorball sticks for each player to use during the game.

5. PENALTIES

- (a) The umpire will start the game at the scheduled time.
- (b) Teams must have the requisite number of players on the court (in the correct player ratio) to be considered "ready to play". If a team is late, they will be penalised as follows:



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Number of minutes late	Goal penalties
2 minutes	2 goals
3 minutes	3 goals
4 minutes	4 goals
> 4 minutes < 10 minutes	4 goals + 2 goals for each extra minute
> 10 minutes	NA - forfeit

6. SCORING

- (a) 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.
- (b) Goals will not be awarded if an attacking player is in the goal area (sticks allowed).

7. SUSPENSIONS AND EJECTIONS

- (a) Incidents of a dangerous or unsporting nature that are reported by the umpire or an opposing team will be taken seriously.
- (b) All information regarding the incident will be taken into account and Curtin will make a decision on the appropriate action which may include immediate removal from the game or venue when the incident occurs, an official warning or a suspension of at least 1 game.

8. FORFEITS

If a team forfeits their match, the opposing team:

- (a) will be awarded a win of 7 – 0; and
- (b) will have their game fee (already paid) held over and applied to the next game unless a scratch match is organised in its place.

9. FINALS

- (a) The top 4 teams (according to competition points for the season) will be eligible to play finals.
- (b) If there is a draw in the final fixtures, the game will go to 'Golden Goal' extra time consisting of 4 minutes where the team who scores the first goal wins.
- (c) If there is still a draw after extra time, teams will go to penalty shoot out.

10. UMPIRE AND CURTIN DISCRETION

If a situation arises which is not covered by these Social Rules, the referee and/or Sports Program Coordinator will use their discretion in making a decision.