

Floorball Rules

Any rule and situation not specifically covered are subject to the current version of the International Floorball Federation and the intramural officials and staff.

All rules are subject to change at the discretion of the Intramural Sports Office, and the Intramural Sports Office has the final decision on all situations covered and not covered by the rules.

Rule 1: Player Eligibility & Registration

Player Eligibility

- ✓ Currently enrolled students or students that are registered for the Fall Semester, fee-paying Tennessee Tech University students as well as faculty and staff of the University who have a valid Fitness Center Membership may participate in intramural leagues, tournaments, and contests.
- ✓ For postseason eligibility, a player must have participated in at least one regular season game.
- ✓ Current varsity athletes cannot participate in their sport or related sport. Former varsity athletes cannot participate in their sport or related sport for one calendar year (365 days) after their official affiliation with a college or university team has ended.
- ✓ Current professional athletes cannot participate in their sport or related sport. Former professional athletes cannot participate in their sport or related sport for five (5) years after their official affiliation with a professional team has ended.
- ✓ Intramural Sports Professional staff shall make the final decision on eligibility issues.

Registration

- ✓ Teams should register on the FusionIM site (recreation.tntech.edu) by the posted deadline.

Rule 2: League Format & Team Composition

Leagues (Subject to Change Due to Number of Registered Team)

- ✓ Men's
- ✓ Women's

Team Composition

- ✓ Each team will have 5 (five) players on the court at one time, and a minimum of 4 (fours) players are required to start the game.
- ✓ The roster limit will be eight players.
- ✓ Each team shall designate a captain to serve as the point of contact between the team and IM staff.

Rule 3: Defaults, Forfeits, Grace Periods, & Protests

Defaults

- ✓ A default is an unplayed game without penalty
- ✓ To receive a default, the team captain or representative must notify the Intramural Sports Office by 2:00 PM on the day of the contest or request a default online through FusionIM.

Forfeits

- ✓ A forfeit is defined as one of the following:
 - Failing to field a team for an intramural contest without contacting the Intramural Sports Office.
 - The final score shall be 5-0.
 - Receiving three or more conduct warnings before, during, and after an Intramural contest.

- If the forfeiting team is ahead, the final score shall be 5-0 in favor of the opposing team.
 - If the non-forfeiting team has the higher score, the game shall end with the existing score.
- Defaulting two games during pool play.
- ✓ If a team forfeits its first game of the season, that team may be dropped from the league and replaced with a team on the waiting list.
- ✓ Any team that forfeits a game will be ineligible for the postseason tournament.
- ✓ A second forfeiture may result in removal from the league.

Grace Period

- ✓ If at least one team member is present at game time, the team will be granted a five-minute grace period.
- ✓ Once a team reaches the minimum number of players to start the game, the team must start when directed by IM staff.
- ✓ A team may not wait for additional players once the minimum number of players have arrived.
- ✓ If the team has not reached the minimum number of players required to play at the end of the grace period, a forfeit will be declared.

Protests

- ✓ Intramural Sports Graduate Assistants and Professional Staff will consider protests.
- ✓ During the contest, teams may protest (a) the misinterpretation or the misapplication of a rule or (b) a scoring error. The protest must be submitted immediately, and, if the protest is denied, a timeout will be charged to the protesting team.
- ✓ Protests regarding the judgement of the game officials will not be recognized.
- ✓ When protesting player eligibility:
 - *Regular season:* The eligibility of any player may be protested at any point during the regular season (e.g. before, during, and after the contest; anytime during office hours)
 - *Postseason Tournament:* Player eligibility must be protested before the start of the contest. Protests made after the start or end of the game will be not recognized

Rule 4: Playing Area & Equipment

Playing Area

- ✓ All games will be played in the Mac Gym at the Marc Burnett Recreation Center.

Game Ball

- ✓ Each team will only use the provided sticks and balls.

Clothing & Equipment

- ✓ Footwear
 - No cleats are allowed.
 - Footwear including but not limited to boots, open-toed shoes, crocks, and sandals is strictly prohibited.
- ✓ Blood
 - Participants that are bleeding, have an open wound, and/or have an excessive amount of blood on the uniform will be directed to leave the game.
 - The bleeding must be stopped, the open wound must be covered, and/or the bloody uniform must be changed/cleaned before the player can return to the game

Rule 5: Timing & Scoring

Timing

- ✓ The game will consist 3 10 minute periods, with 2 minutes in between each period.
- ✓ The clock will run continuously unless there is an official's timeout, injury, or unexpected interruptions.

Scoring

- ✓ Goals
 - All goals will be worth one point.

- A goal is scored when a team member legally propels a ball that completely crosses the goal line or the plane of the goal line.
- **Overtime**
- ✓ Regular season games may end in a tie.
- ✓ During the postseason, the following procedure shall determine the winner:
 - First Overtime
 - A Two Minute overtime period will be played with any amount of goals allowed during the 2 minutes
 - If game is still tied after the 2 minutes then we will start the “golden goal” overtime period. The first team to score is declared the winner.

Rule 6: Playing Rules

Coin Toss

- ✓ Each game shall begin with a coin flip or a single game of rock/paper/scissors. The winner of the coin flip has two choices: (1) kick off or (2) side of court.

Face-Procedures

- ✓ A face-off at center court will be taken to begin a match, after each period and after a goal.
- ✓ All players must be 3 meters away during the face off
- ✓ There will be no touching before the start of the faceoff
- ✓ Players must wait until the official’s command to start
- ✓ A faceoff can go directly in the goal

Out of Bounds

- ✓ The ball is out of bounds when it goes into the bench area and hits the net above the field of play, a free hit will be given to the other team

Free Hit

- ✓ A free hit happens when the ball goes out of bounds by the opposing team, the opposing team commits any infractions
- ✓ A goal can be scored from a free hit

Goalkeeper Violations

- ✓ There will be no goalkeepers, the last payer back may “act” as goalie but may not use hands to catch or hit the ball. They must always keep both hands on their stick.

Substitutions

- ✓ Substitutions may happen at any point during the game, the substituting player jumps in the match and the subbing player will jump out. The subbing player may not make any plays on the ball until the player subbing out is fully off of the court.

Violations and Infractions

- ✓ No high sticking, blade of stick must stay below knee
- ✓ No slashing, no hitting the opponents stick or body
- ✓ Lifting, pushing, or kicking, the opponents stick
- ✓ You can foot pass the ball to your own teammate but only once. No dribbling the ball with feet.
- ✓ No jumping or sliding
- ✓ No hitting the ball above knee height
- ✓ No hitting opponents’ body with the stick or hooking them
- ✓ No grabbing or holding the other opponent’s body
- ✓ The only contact that is allowed is shoulder to shoulder

- ✓ Depending on severity all violations and infractions will be followed by a free hit, and in some instances a 2-minute penalty or 5-minute penalty

Cards & Penalties

✓ Yellow Card

- A player receiving a yellow card must come off the court and serve a 5-minute penalty
- Three yellow cards issued to a single team will result in forfeiture of the contest.
- A single participant can only earn two yellow cards towards the team's totals.
- A yellow card shall be issued for behavior including but not limited to the following:
 - Persistent Infringement
 - The opponent repeatedly and intentionally does not give the thrower two yards.
 - Encroachment
 - Hard fouls or sticking
 - Consistent hard fouls and sticking after warnings
 - Persistently committing fouls
 - Unsportsmanlike conduct
 - Delay of game
 - Persistent "flopping" (i.e. faking an injury to elicit a call from the referees)

✓ Red Card

- A player receiving a red card shall be sent off and must exit the Intramural Fields immediately.
- A substitute is not allowed to take that player's place, creating a one-player advantage.
- A red card shall be issued for behavior including but not limited to the following:
 - Two yellow cards
 - Violent conduct or serious foul play
 - Foul or abusive language directed at another player, an official, or IM staff
 - If a player pushes an opponent with the hand(s) or arm(s) extended from the body
 - Spitting at an opponent, teammate, or game official
 - Malicious fouls or sticking
 - Attempting to hot with stick or strike an opponent, official, or IM staff

- ✓ 2-minute penalty's may be given without a yellow card
- ✓ 5-minute penalties occur after a yellow card is given
- ✓ After a red card, the team must play down a player for the remainder of the game