
FLOORBALL (M/W) **Rules & Regulations**

1. Laws of the Game

The competition shall be conducted in accordance with the Singapore Floorball Association and the International Floorball Federation (IFF) Rules and Regulations as well as the General Rules and Regulations of the NUS Inter-Faculty Games (IFG).

In the event of any dispute, the NUS IFG General Rules and Regulations approved by IFG Council shall supersede any relevant international sports laws.

2. Player Eligibility

Refer to Rule 5 for player eligibility in the NUS IFG General Rules and Regulations.

3. Registration of Players

3.1 Respective Faculty Sports Directors must confirm participation by submitting the General Participation Form to the NUS Students' Sports Club before the stipulated deadline found on the form.

3.2 **Participation** shall be confirmed with the hosting faculty at least **14 days** before the commencement of the competition. (Meaning 14 days before the first match of that sport regardless of which faculty is playing first)

3.3 Respective Faculty Sports Directors must submit the **Team Registration Form** to the hosting faculty and the NUS Students' Sports Club at least **7 days** before the commencement of the competition. (Meaning 7 days before the first match of that sport regardless of which faculty is playing first)

3.4 Each team may register a **minimum of 8 players** and a **maximum of 17 players**. A minimum of 8 players will be required by the start of match time. Failing which, the match will be declared a walkover. Each faculty may send a maximum of 1 team.

3.5 Registration must be finalised before the commencement of the competition. No substitutions or additions will be permitted after the commencement of the competition.

4. Prizes

Medals will be awarded to the players of the top 3 teams. In addition, the champion team shall be awarded a champion trophy and banner.

5. Competition Rules

5.1 Submission of Line-up

5.1.1 The team must submit the complete official line up of up to a **maximum of 17 players** to the hosting faculty convenor at least 10 minutes before the scheduled time of play. No changes will be accepted once the team line-up has been submitted.

5.1.2 Each team is allowed a maximum of **2** Varsity Athletes. Teams are allowed to field only **1** Varsity Athlete at any time during every match.

5.2 Definitions

5.2.1 A match refers to a contest between 2 teams (faculties).

5.2.2 Each match consists of either 2 or 3 periods of 15 minutes each.

5.3 Competition Format

5.3.1 **In the event of 7 and less participating teams**, a single round robin format will be played, from which the top 3 teams would be decided based on league points scored (Refer to 5.4). There will be no Semi-Finals or Finals.

5.3.2 **In the event of 8 and more participating teams**, a preliminary group round robin format will be played. The top 2 teams from each group with the highest league points will proceed on to the Semi-Finals.

5.3.2.1 The Semi-Finals shall be played as follows:

Group A 1st position	VS	Group B 2nd position
Group B 1st position	VS	Group A 2nd position

The **winners of the Semi-Finals** will play in the Finals. The other 2 teams will play for 3rd and 4th placing.

5.3.2.2 The placing of the 1st to 4th teams will be determined by their finishing position after the Semi-Finals, Finals and 3rd Place matches. The remaining teams will be placed according to league points scored.

5.4 League Points

5.4.1 Points will be awarded in the following scenarios:

Win:	3 league points to the winning team of each match.
Loss:	0 league points to the losing team of each match.
Tie:	1 league point to each team.

Walkover: **10-0 points** for the entire match will be awarded in favour of the non-offending team, who will be declared winner of the match (Refer to 5.13).

5.5 Match Format

5.5.1 Matches will be in a 5 v 5 format. There will be no goalkeeper and a board will be placed at the goal post for each match.

5.5.2 **Preliminary Rounds & Single Round Robin Format**

5.5.2.1 Each match will consist of **2 periods of 15 minutes each** with a break of 5 minutes between each period, during which both teams will switch sides.

5.5.2.2 In the event of a tie, 1 league point will be awarded to each team.

5.5.3 **Semi-Finals, Finals & 3rd Place Match**

5.5.3.1 Each match will consist of **3 periods of 15 minutes each** with a break of 5 minutes between each period, during which both teams will switch sides.

5.5.3.2 In the event of a tie in the Semi-Finals, Final, and 3rd place match, a 5 penalty shootout will be played.

5.5.3.3 If there is still a tie at the end of 5 penalty shootout, both teams will automatically enter into a sudden-death penalty shootout.

5.6 Non-Effective Time

- 5.6.1 Non-effective time will be adopted for all matches.
- 5.6.1.1 Non-effective time is defined as: match 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.
- 5.6.1.2 Match time will always be stopped during a penalty shot.
- 5.6.1.3 However, the last 3 minutes of regular match time in the last period of any matches will always be effective match time.
- 5.6.1.4 Effective match time implies that time shall be stopped whenever play is interrupted by the referees' whistle and started again when the ball is played.
- 5.6.1.5 At unnatural match interruptions, a triple signal shall be used. The referees decide what shall be regarded as an unnatural interruption, which always includes but is not limited to:
- 5.6.1.5.1 a damaged ball, the board coming apart, injuries, measuring of equipment, unauthorised persons or objects on the rink, the lights going out either completely or partly, and the final signal being sounded by mistake.
- 5.6.1.5.2 Should the board come apart, match time play shall not be interrupted until the ball is near the place in question.
- 5.6.1.5.3 In case of injuries, play shall be interrupted only on suspicion of a serious injury or if the injured player directly affects play.

5.7 League Ties

- 5.7.1 Should there be a tie in league points between 2 teams, the winner of the match between the 2 teams concerned shall be awarded the higher placing.
- 5.7.1.1 If that match ended in a draw, the team with a higher goal difference, for and against, among all the teams in the same group, shall be awarded the higher placing.
- 5.7.1.2 If there is a tie in goal difference, the team with a higher goal average shall be awarded the higher placing.
- 5.7.1.3 If there is a tie in goal average, the team scoring more goals in total shall be awarded the higher placing.
- 5.7.2 Should there be a tie in league points between more than 2 teams, the team with a higher goal difference, for and against, among all the teams in the same group, shall be awarded the higher placing.
- 5.7.2.1 If there is a tie in goal difference, the team with a higher goal average shall be awarded the higher placing.
- 5.7.2.2 If there is a tie in goal average, the team scoring more goals in total shall be awarded the higher placing.

5.8 Time-Out

- 5.8.1 During the match each team shall have the right to request **1 time out (30 seconds)**, which shall be carried out, and be marked by a triple signal, as soon as play is interrupted.

5.8.2 A time out may be requested at any time, including in connection with goals and penalty shots, penalty shots after extra time is excluded, 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.

5.8.3 After a time out, play shall be resumed according to what caused the interruption. A penalised player is not allowed to participate in a time out.

5.9 Substitution

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

5.10 Fouls

5.10.1 In the event of a foul, referees can call for a free hit or a 2 minute penalty. The penalty shots will be done at the yellow line (MPSH6) or the black handball line (USC). Actions contributing to a foul include but are not limited to:

5.10.2 Slashing or hitting an opponent's stick, without first playing the ball.

5.10.3 Lifting an opponent's stick.

5.10.4 When a player holds an opponent or opponent's stick.

5.10.5 Raising the blade of one's stick above waist level on either the forward or backward swing of a shot. This also includes mock shots. A high forward swing is allowed if no other players are in the vicinity and no risk for injury exists.

5.10.6 Placing one's stick, foot or leg between an opponent's legs or feet.

5.10.7 A player in control of the ball, or trying to reach it, in any other way than shoulder against shoulder pushes an opponent.

5.10.8 A player in control of the ball, trying to reach it, or trying to get a better position, runs, walks or steps into an opponent backwards.

5.10.9 Intentionally kicking the ball twice in a row, i.e. without the ball touching another player or another player's equipment in between.

5.10.10 Jumping up and stopping the ball. As jumping is considered when both feet entirely leave the floor. Running is not jumping.

5.10.11 Violating the 3m rule at a hit-in or a free hit.

5.10.12 Playing or stopping the ball lying down, including having both knees or one hand on the floor, stick-holding hand excluded. If a player unintentionally has fallen and is hit by the ball, no penalty shall be given.

5.10.13 Playing or stopping the ball with one's hand or arm. If the player is hit by the ball and has no way of avoiding this, no penalty shall be given.

5.10.14 Playing or stopping the ball with one's head. If the player is hit by the ball and has no way of avoiding this, no penalty shall be given.

5.10.15 When a field player is in the goalkeeper area (step into the goalkeeper box).

5.10.16 Incorrect substitution, including when a substituting player plays the ball from outside the court, or substituting outside the team's substitution zone, even if play is interrupted.

5.10.17 Committing repeated offences causing a free hit, and the referees have issued the player a prior warning.

5.11 Scorecard and Match Results

5.11.1 Each team captain must sign the Referee Score Card at the conclusion of each match, unless they disagree with the score recorded, players sent off, uniform penalties and/or other factors which may influence the match result.

5.11.2 If a team captain disagrees with the score, he must not sign the Referee Score Card and lodge a Protest within 30 minutes of the conclusion of the match.

5.11.3 In the event no Protest is lodged within 30 minutes of the conclusion of the match, the score which is indicated on the Referee Score Card will stand.

5.12 Equipment

5.12.1 Competition balls will be provided by the IFG Council.

5.12.2 Players must use their own floorball sticks.

5.13 Walkover and Disqualification

5.13.1 If a team concedes a walkover or is disqualified, the non-offending team will be awarded a score of 5 for the entire match. The offending team will be awarded a score of 0.

5.13.2 During play, each team must be able to play with at least four players, or the match shall be stopped, and the final score shall be 10-0 to the non-offending team, or the achieved result if this is more advantageous for the non-offending team.

5.13.3 In the event that a team has been found to partake in or committed, including but not limited to, dishonest behaviour such as cheating, fielding ineligible players or similar situations in which a breach of integrity has occurred, the IFG Organising Committee reserves the right to disqualify the team from the competition.

5.13.4 Refer to Rules 8 and 9 for no-show and walkover rules in the NUS IFG General Rules and Regulations.

6. Attire

Refer to Rule 11 for attire in the NUS IFG General Rules and Regulations.

7. General

Varsity team players will be nominated to serve as referees. In the event that varsity players are not available for umpiring, a neutral umpire from a third faculty should be nominated to umpire games between two teams. Nominated varsity players must not be participating in the sport they are refereeing.

Only team captains are entitled to speak to referees and officials, and shall assist them as needed.

8. Official Calls

8.1 In all matches, all faculties shall abide by the decisions of the Match Officials.

8.2 The IFG Council will be the rightful and final adjudicators of all protests and disputes.

9. Alterations and Amendments

The IFG Council reserves the right to change or alter these Rules and Regulations given any unusual or extraordinary circumstances at its discretion and will inform all teams of any amendments accordingly.

END

Approved by:

Office of Students Affairs
27 July 2022

IFF R&R (2022):

<https://dltaw1vhj9zy5.cloudfront.net/2022/02/Rules-of-the-Game-2022-Final-low-1.pdf>

2017 National School Games Floorball RnR:

https://nsg.moe.edu.sg/docs/default-source/sssc-sports-rules-regulations/sssc-floorball-rules-and-regulations-2017.pdf?sfvrsn=9c1a2c0e_4

Acknowledgement

The above Rules & Regulations for IFG 22 has been read and checked by:

 	
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