



FLOORBALL ACT

Development Derby 2024

**Competition Guidelines & Regulations
Version 1.0**



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Development Derby 2024 Competition Guidelines & Regulations

Development Derby 2024: Saturdays, April 2024 – June 2024
Tuggeranong Archery Centre, 299 Soward Way, Greenway

The Organisers wish to thank the following sponsors for their generous support of Floorball ACT:

FLOORBEE



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Change log

| Version | Date | Description |
|---------|------------|---|
| 0.1 | 15/04/2024 | Initial draft |
| 1.0 | 09/05/2024 | Major updates: Permit borrowing (4.7) Update game timings (7.1) Add rules & guidelines for ‘high-level players’ (9.14) |

1. ORGANISERS

1.1. The Organisers of Development Derby 2024 (the Competition) are:

1.1.1. Floorball ACT, an affiliate member of Floorball Australia.

1.2. The contact point for the Competition is Floorball ACT, at competitions@floorballact.org.au.

2. REGISTRATION

2.1. **ALL** players are required to be registered members of Floorball ACT, or another Floorball Australia-affiliated club or State, for insurance purposes to be eligible to play in the Competition.

2.1.1. Players who are registered members of another Floorball Australia-affiliated club or State must not have been previously expelled from Floorball ACT, or previously been rejected for membership of Floorball ACT.

2.1.2. Players must hold a full playing membership, i.e. Senior or Junior. One-Month Memberships will only be permitted for temporary fill-in/visiting players, as determined by the Organisers.

2.2. Players must be able to show that they have a valid membership prior to playing in **any** Development Derby 2024 game. Membership information can be found at <http://www.floorballact.org.au/join>.

2.3. Individual player nominations will be accepted via the Floorball ACT website. Players wishing to be assigned to teams in the initial distribution are required to register by **12:00 AEST, 23 April 2024**.

2.4. The Organisers retain the right to reject any individual player nomination for any reason.

3. RULES OF THE GAME

3.1. Development Derby 2024 shall be conducted in accordance with Development Derby 2024 Competition Guidelines & Regulations ('Regulations') and the IFF Rules of the Game Edition 2022 ('IFF Rules').

- 3.2. In any instance where the rules stated in the Regulations and the IFF Rules are in conflict, the rules stated in Regulations will take precedence.
- 3.3. The Organisers have the right to update, modify and/or clarify the Regulations at any point before & during Development Derby 2024.
- 3.3.1. Changes to the Guidelines & Regulations will be notified to players and captains no later than the Wednesday prior to the round where said changes take effect.

4. TEAMS AND PLAYERS

- 4.1. Players may represent only one (1) team per division at any given time during Development Derby 2024.
- 4.1.1. The Organisers have the right to require that players move between teams.
- 4.2. Development Derby 2024 will be for mixed teams, with one (1) designated goalkeeper, and up to fifteen (15) field players. There are no gender requirements or restrictions.
- 4.3. Teams may be formed from nominated players as follows:
- 4.3.1. The Organisers shall determine the number of teams to be formed, and designate a team captain for each team. The team captain should be an experienced player, with fair knowledge of the majority of the nominated players.
- 4.3.2. Teams will be formed via the following 'draft' process prior to the first competition round:
- 4.3.2.1. The team captains shall draw lots, or similar, to determine a draft order.
- 4.3.2.1.1. Should a team captain be a goalkeeper, they shall automatically be placed last in the draft order.
- 4.3.2.1.2. Should multiple team captains be goalkeepers, they shall be placed together at the end of the draft order, and draw lots, or similar, amongst themselves to determine their internal draft order.
- 4.3.2.2. In draft order, each team captain shall pick one (1) goalkeeper from the list of nominated players.
- 4.3.2.2.1. Should a team captain be a goalkeeper, they shall instead pick one (1) field player from the list of nominated players.

- 4.3.2.3. Then, in draft order, each team captain shall pick one (1) field player from the remaining list of nominated players.
 - 4.3.2.4. Team captains shall continue with picking one (1) field player each from the remaining list of nominated players, in draft order, until either:
 - 4.3.2.4.1. Their team roster is full (Regulation 4.2); or,
 - 4.3.2.4.2. the list of nominated players is exhausted. Unless Regulation 4.3.2.4.1 takes effect, player selection will continue until the list of nominated players is exhausted, even if this results in 'uneven' teams.
 - 4.3.3. Any nominated players without a team at the end of the draft process will be placed on a list of reserve players.
- 4.4. In order to ensure the adequate availability of referees throughout Development Derby 2024, when selecting teams under Regulation 4.3, team captains:
- 4.4.1. Must have at least two (2) referee-capable players on their roster after their fifth (5th) player selection;
 - 4.4.2. May have no more than three (3) referee-capable players on their roster after their fifth (5th) player selection.
 - 4.4.3. Referee-capable players will be noted as such on the list of nominated players, at the discretion of the Organisers.
- 4.5. The Organisers may designate a group of nominated players as 'emerging players'. In this case, every team must have the same number of 'emerging players' on their team roster.
- 4.5.1. The Organisers shall designate enough 'emerging players' such that every team will be able to have the same number of 'emerging players' on their roster.
 - 4.5.2. A team captain must select an 'emerging player' as their next player selection if an 'emerging player' is available to fill that position (field player or goalkeeper), unless:
 - 4.5.2.1. That team already has their allocation of 'emerging players' assigned, in which case they may choose a non-'emerging player'; or,
 - 4.5.2.2. The team captain is an 'emerging player', and is not a goalkeeper, in which case they may choose to select a non-'emerging player' as their goalkeeper.
- 4.6. As an alternative to Regulations 4.3 through 4.5 inclusive, the Organisers may elect to construct teams themselves.

- 4.7. Borrowing of players in Development Derby 2024 is encouraged. This is to ensure that teams have a sufficiently-sized roster during matches to manage fatigue; and, to encourage wide participation and collegiality between all players. There are no explicit borrowing rules; however, the following guidelines should be respected:
- 4.7.1. Priority of time on-court should always be given to players who are assigned to the match teams;
 - 4.7.2. Teams should avoid 'stacking', or the appearance of 'stacking', their team;
 - 4.7.3. Teams should structure their lines to provide a spread of experience on-court; e.g., teams should not put out a line consist of predominantly high-level players if at all possible.
- 4.8. A player must be 15 or older at the time of their nomination to be eligible to play. An 'Under Age Exemption Application' can be submitted for players outside these guidelines for special dispensation at the Organisers' discretion prior to the player participating in their first Development Derby 2024 game.
- 4.9. Players must participate in at least 20% (one-fifth) of all scheduled 'regular season' games for a team in Development Derby 2024 in order to qualify to play in the finals round(s) for that team.
- 4.9.1. In the event that one-fifth of the total games scheduled do not constitute a whole number of games, the qualification threshold shall be rounded **up** to the nearest whole number of games.
 - 4.9.2. In the event that game(s) are required to be abandoned for reasons beyond the control of the teams/Organisers, those games shall no longer exist for qualification purposes (i.e., the total number of games scheduled for the teams involved will be considered to have been reduced).
 - 4.9.3. To be considered to have participated in a game, a player must be listed on the match record for the game, and either:
 - 4.9.3.1. Be dressed/equipped to play, have participated in the team warm-up, and be present on the substitution bench at the start of the game; or,
 - 4.9.3.2. Have taken to the court at some point in the game during 'live play'.
 - 4.9.4. Special exemption to participate in the finals round(s) may be granted by the Organisers to players not meeting the requirements of this Regulation, after consideration of a written application.
- 4.10. Players who have participated as a goalkeeper in a particular match may subsequently participate as a field player in the same match (i.e., this element of 'sabotage of play' under IFF Rule 614.8 is dispensed with).

5. QUALIFICATION OF PLAYERS AND TEAM STAFF

- 5.1. All players must hold a full playing Floorball ACT membership, or full playing membership of another Floorball Australia-affiliated club or State, at all times during Development Derby 2024, in accordance with Regulation 2.1.
- 5.2. All team staff must hold at least an Associate-level Floorball ACT membership, or equivalent membership of another Floorball Australia-affiliated club or State, at all times during Development Derby 2024.
- 5.3. A person (player or team staff) participating in a match without a valid membership is liable to be penalised for, "Player not noted in match record," i.e., technical match penalty.

6. SCHEDULING OF GAMES

- 6.1. The competition fixture and allocation of players to teams will be determined by the Organisers based on the available court bookings. Queries regarding the fixture should be submitted without delay to the Organisers by email to competitions@floorballact.org.au.

7. LENGTH OF GAMES

- 7.1. Games will consist of 3 x 17 minute periods, with 5-minute period breaks, a 5-minute buffer for game stoppages, and a (maximum) 14-minute on-court warm up prior to each match. This gives an overall match time (including warm-up) of 80 minutes; any additional time taken due to overtime, penalty shootout, etc., will reduce the length of on-court warm up time available for the next match.
 - 7.1.1. Note that the first period, **not** the warm-up, starts at the scheduled game time.
 - 7.1.2. Warm-up time may be curtailed if a previous game ran late.
 - 7.1.3. The Organisers may promulgate altered playing conditions for finals/placement games, as required/allowed by the draw and playing system.
- 7.2. Game time will be 'non-effective' time, as per IFF Rule 201.2.

- 7.3. Referees are to be alert to teams **deliberately** giving away free hits and/or putting the ball out of play towards the end of a period, and/or in non-effective time situations, in order to waste time/stifle competitive play. In such circumstances, referees should consider whether it would be appropriate to award a minor bench penalty for 'delay of game'.

8. REFEREES AND SCORE DESK DUTY

- 8.1. The Organisers will arrange referees for each competition game.
- 8.2. Each team captain/manager will be responsible for ensuring they provide players for score desk duties as assigned on the Competition fixture. The Organisers will provide information and instruction on what is required of the team on score desk duties.
- 8.3. Failure to provide players for score desk duties as assigned will result in the following penalties:
- 8.3.1. **First offence:** Forfeiture of one (1) competition point;
 - 8.3.2. **Repeat offence:** Forfeiture of double the number of competition points the offending team forfeited for their immediately preceding offence under this Regulation;
 - 8.3.3. **Offence during finals/placement games:**
 - 8.3.3.1. If the offending team is still to play a game in the Competition, they shall start their next game with an automatic three (3) goal deficit. These goals shall be noted as 'own goals' on the Match Record, with a note to the effect they are a score desk duty penalty in the Remarkable Conditions section.
 - 8.3.3.2. If the offending team has no further games to play in the Competition, they shall be required to show cause to the Organisers as to why the result of their final match should not be modified to reduce the offending team's score by three (3) goals.
 - 8.3.3.2.1. Such deduction of goals shall not affect players' personal statistics from the match in question.
 - 8.3.4. Penalties under this Regulation may be waived by the Organisers under exceptional circumstances, after consideration of a written application.

9. GAMES – GENERAL RULES

- 9.1. All games are to start at the scheduled time (i.e., game play is to start at time listed on the draw).

- 9.2. To commence a game, teams must field any five (5) of their assigned players.
- 9.3. If a team is unable to produce the required number of players at the scheduled starting time, the game clock will start and a goal will be awarded to the opposing team at the end of every two (2) minutes after the scheduled start of the game, to a maximum of five (5) goals.
- 9.3.1. These goals shall be noted in the Match Record as 'own goals', and a note should be made under Remarkable Conditions that those goals are due to a team arriving late.
- 9.4. Each team must complete the Match Record sheets **before** they take the court in their scheduled match. Match Records must be complete with names, shirt numbers, etc. Teams will **not** be permitted to take the court until this is done, and the "Starting Delay" penalty under Regulation 9.3 will be in effect until they do so.
- 9.5. If a team is unable to produce the required number of players ten (10) minutes after the scheduled starting time, they are deemed to have forfeited the game.
- 9.5.1. In this situation, a 'scratch-match' may be played between available players from the attending teams, as well as any other registered players present who wish to play.
- 9.5.1.1. Although the overall match result will be recorded in accordance with Regulations 9.6 and 9.7, individual player statistics will be recorded as per the results of the 'scratch match'.
- 9.6. A forfeited game will result in a 5-0 score being recorded against the forfeiting team, unless Regulations 9.7 or 9.10.2 becomes operative.
- 9.6.1. The result in a forfeited game will be taken to have occurred during regular time.
- 9.7. If neither team is able to produce the required number of players by the scheduled game time, penalties under Regulation 9.3 will only begin to apply when one (1) team produces the required number of players. If neither team is able to produce the required number of players ten (10) minutes after the scheduled starting time, both teams are deemed to have forfeited the game and a 0-0 result will be recorded. No competition or bonus points will be awarded to either team.

9.8. Teams who have forfeited a match under Regulation 9.5 or 9.7 may appeal the forfeiture in writing to the Organisers within two (2) business days of the scheduled match time, as per Regulation 14.2. Appeals will only be approved in extraordinary circumstances. In such a case, the Organisers may, at their discretion, elect to:

9.8.1. Reschedule the match, if practicable;

9.8.2. Alter the match result to the average result of the other games between the two teams in question. This will only be possible if two (2) or more other matches are completed between the two teams during the Competition, so that an average result can be formed immediately before the start of the finals round(s);

9.8.2.1. To compute the average result, the average number of goals scored by each team in their games against each other will be calculated to the nearest whole number. These averages will constitute the average result, with competition points for win/draw/loss assigned accordingly.

9.8.2.2. Bonus points will be apportioned between the teams by computing the average number of bonus points earned by the teams in their games against each other, rounded to one decimal point.

9.8.3. Alter the match result to a 0-0 draw;

9.8.3.1. No bonus points shall be awarded in this situation.

9.8.4. If a scratch match was played, the Organisers may allow the result of the scratch match to stand, either in full or in part, as they consider fair in the circumstances.

9.9. Matches that are required to be cancelled before play can commence due to circumstances beyond the control of the teams and/or Organisers will be dealt with as per Regulation 9.8.

9.10. In the event that a match in progress must be abandoned or forfeited, the match result will be recorded as follows:

9.10.1. **Match abandonment/forfeit due to the actions of one (1) team (the offending team):** The match result shall be recorded as a 5-0 forfeit win to the non-offending team, **or** the score at the time of match abandonment, whichever is more advantageous to the non-offending team in the opinion of the Organisers. No minimum playing time requirement exists in this situation;

9.10.2. **Match abandonment due to the combined actions of both teams:** The match result shall be recorded as a 0-0 forfeit by both teams. No minimum playing time requirement exists in this situation;

9.10.3. **Match abandonment due to circumstances beyond the control of the teams/Organisers:** The score at the time of match abandonment will be recorded as the final match result **if and only if** a minimum of two (2) full periods of the match have been completed. If not, the match will be dealt with as per Regulation 9.8.

9.10.4. Players' personal statistics from matches abandoned in-progress will stand, unless the match is abandoned under Regulation 9.10.3 and subsequently re-scheduled.

9.11. Warm-up will cease two (2) minutes prior to the match start, and warm-up balls collected immediately. The match time will start at the scheduled game time regardless of whether both teams are ready or not. If one (1) team is not ready at the scheduled starting time the 'starting delay' penalty under Regulation 9.3 will commence.

9.12. Teams will **not** change ends at period breaks. Instead, a 'home' end and 'away' end of the court will be designated by the Organisers, and the home and away team shall remain at their end throughout the entire game.

9.13. The *Floorbee Torpedo* ball is the official match ball for all Floorball ACT leagues and competitions. 'Optic yellow'-coloured balls will be used.

9.13.1. Alternative-coloured balls may be used if 'optic yellow' balls are unavailable. The ball colour to be used should be agreed to by the captains and referees, and should not change during the game. There should be an adequate supply of balls in the selected colour.

9.13.2. The Organisers may specify that an alternative-coloured ball will be used for a particular round or rounds, e.g., for testing or promotional purposes.

9.13.3. Balls used during warm-up must be placed back in the ball bag and returned to the score desk **before** the start of the game.

9.14. High-level players are reminded that Development Derby 2024 is a means to develop emerging players. The role of high-level players is to teach, mentor, develop, and encourage, those players with less ability and/or experience. Explicit rules governing the actions of high-level players are as follows:

9.14.1. A player who, in the opinion of the referees, is of a Floorball ACT Summer/Winter Series Division 1-level standard, may not run the ball from the centre third of the court into their attacking third of the court and shoot on goal; they must either pass the ball to another player to attempt to score/continue the play, or retreat to in or behind the centre third of the court before shooting.

10. COMPETITION FORMAT

10.1. The playing system for Development Derby 2024 shall be finalised after the receipt all of player/team registrations.

10.1.1. The number of teams formed will depend on the number and nature of the player nominations received.

10.1.2. A finals round, to decide placings after the completion of the 'regular season', may be organized, depending on the number of teams participating, scheduling considerations, etc.

10.2. During the 'regular season', a win will be rewarded with two (2) competition points; and, a loss will be rewarded with zero (0) competition points.

10.3. During the 'regular season', teams will be awarded one (1) bonus point if they:

10.3.1. Win a game during regular time; or,

10.3.2. Lose a game during extra time, or during a penalty shootout.

10.4. Teams which cannot be separated by total points (competition plus bonus points) alone shall be separated by the following order of precedence:

10.4.1. Result(s) of the match(es) between the teams (in the case of more than two teams being on the same number of points, this will require the computation of a 'mini-ladder' only involving matches between the drawn teams. Places on this mini-ladder will be determined in accordance with the remainder of Regulation 10.4);

10.4.2. Goal difference;

10.4.3. Goals scored;

10.4.4. Coin toss, or similar drawing of lots.

10.5. Every Development Derby 2024 game must be decided, i.e., the game may not end in a draw. Games with an even result at the end of regular time shall be decided as per IFF Rules 203 and 204, with the following alterations:

10.5.1. Extra time shall be five (5) minutes in length, and shall be effective time throughout.

11. MOST VALUABLE PLAYER & TOP POINTS SCORER AWARDS

- 11.1. At the end of each match, each team captain shall award Most Valuable Player (MVP) points to those players on the **opposing team** who, in their opinion, had the greatest impact on the game. Three distinct players will receive three (3), two (2) and one (1) MVP point(s) respectively.
- 11.1.1. Captains have discretion in how they choose who to award MVP points to; e.g., they may consult their team, they may decide on their own, etc.
- 11.1.2. Captains may make their awards by either:
- 11.1.2.1. Making notations under “Remarkable Conditions” on the back of the Match Record; or,
- 11.1.2.2. By email to the Organisers; or,
- 11.1.2.3. By the use of a form, or similar, if provided.
- 11.1.3. Captains must submit their awards no later than forty-eight (48) hours after the conclusion of the match. If they fail to do so, their own team shall be ineligible to receive MVP points for the match in question, regardless of whether awards have been received from the other captain.
- 11.2. At the end of Development Derby 2024, the organisers will tally these points to determine a Most Valuable Player award for the Competition.
- 11.3. The awarding of a penalty during a match will affect a player’s tally of MVP points, and their ability to win an MVP award. Effects of various penalty types on the MVP competition are as follows:
- 11.3.1. **Minor penalties.**
No effect on MVP points.
- 11.3.2. **Personal penalties.**
For each personal penalty awarded to a player during Development Derby 2024, the Organisers shall deduct one (1) MVP point from that player’s total MVP points for the Competition. Points shall be deducted regardless of the player’s current MVP point tally – hence, a player’s MVP points tally may become negative.
- 11.3.3. **Major penalties.**
For each major penalty awarded to a player during Development Derby 2024, the Organisers shall deduct two (2) MVP points from that player’s total MVP points for the Competition. Points shall be deducted regardless of the player’s current MVP point tally – hence, a player’s MVP points tally may become negative.
- 11.3.4. **Technical match penalties.**
No effect on MVP points.

11.3.5. Match penalties.

Should a player be awarded a match penalty at any point during Development Derby 2024, they shall be ineligible to win an MVP award for the Competition.

11.3.6. Suspension.

Should a player be suspended from any aspect of Development Derby 2024, they shall be ineligible to win an MVP award for the Competition.

11.4. Captains may award MVP points to players without regard to Regulation 11.3. The Organisers will adjust a player's MVP tally at the end of the Competition to account for the effect of penalties prior to awarding MVP awards.

11.5. In the event of a tie for an MVP award, tied players will be separated by the following sequence:

11.5.1. Fewest games played;

11.5.2. Lowest total number of penalty minutes.

11.6. The Organisers shall track the scoring of points (i.e., goals and assists) by players during Development Derby 2024, and determine a Top Points Scorer award at the end of the Competition. In the event of a tie, tied players will be separated by the following sequence:

11.6.1. Points per game;

11.6.2. Total goals;

11.6.3. Lowest total number of penalty minutes.

11.7. Should a player receive a match penalty during Development Derby 2024, or be suspended from any aspect of the Competition, they shall be ineligible to win a Top Points Scorer award for the Competition.

11.8. Points scored, and MVP points earned, during the finals round(s) will only count towards awards for Top Points Scorer and Most Valuable Player if the schedule for the finals round(s) provides each team the opportunity to play the same number of games as each other.

11.8.1. Should the schedule for the finals round(s) **not** allow for points scored and MVP points earned to count towards awards, Regulations 11.3.2 (personal penalty) and 11.3.3 (major penalty) shall not be in force for the games affected. However, Regulations 11.3.5 (match penalties) and 11.3.6 (suspensions) shall remain in force.

12. UNIFORMS & EQUIPMENT

12.1. Players' outfits shall be according to IFF Rule 401 and Rule 405.

12.2. Goalkeepers' outfits shall be according to IFF Rule 403 and Rule 405.

12.2.1. Goalkeepers may use a goalkeeping face mask/helmet provided by Floorball ACT, even if it lacks the IFF approval mark.

12.2.2. As an alternative to IFF-approved masks/helmets, or masks/helmets provided by Floorball ACT, goalkeepers may wear a goalkeeping helmet that is approved for use in any of the following sports, provided the referees and Organisers are satisfied that the use of such helmet poses no safety risk to players, nor gives an unfair advantage to the goalkeeper:

12.2.2.1. Ice hockey; or,

12.2.2.2. Field hockey; or

12.2.2.3. Floorball helmets without the IFF approval marking, provided by Floorball ACT.

12.2.3. Goalkeepers may wear short-sleeved tops, and/or shorts, provided the referees are satisfied that the goalkeeper is wearing adequate protection, and no safety risk is posed to any player.

12.3. A player's jersey shall be numbered with whole numbers clearly visible on the back. The jerseys may carry any number from 1 – 99 inclusive.

12.3.1. The Organisers will provide each team with a uniformly coloured and numbered set of jerseys. These jerseys must be returned to the Organisers at the end of the competition. Field players **must** use the provided shirts for the sake of uniformity.

12.3.2. Exemptions to Regulation 12.3.1 may be granted by the Organisers on a case-by-case basis to individual players where extenuating circumstances exist (e.g., the lack of a suitably-sized shirt). In such a case, any replacement shirt worn must be numbered.

12.3.3. It is **strictly forbidden** for players to wear current-generation Canberra Chargers/Chargettes jerseys during Development Derby 2024 games. Any player who does so, and ignores/refuses a direction from either the referee or a member of the Floorball ACT Committee to immediately change their jersey, shall be assessed a **personal penalty**. Repeat offenders will be referred to the Floorball ACT Committee for further disciplinary action.

12.4. Captains are to be appropriately identified before each match. Armlets are available, but not mandatory.

12.5. Referees will be provided shirts by the Organisers. These shirts, as well as shorts/pants and closed-toed shoes, are required to be worn by referees in all matches.

12.5.1. The Organisers shall have the right to refuse payment to a referee for a match in which they fail/refuse to wear the provided shirts, or wear inappropriate footwear.

12.5.2. If available, referees are encouraged to wear dark/black shorts/pants and socks, as per IFF Rules of the Game (2014 Edition) Rule 402.

12.5.3. Referees are permitted to wear other shirts, jumpers etc. underneath the provided referee shirts.

13. RESPONSIBILITIES OF TEAMS

13.1. Team captains/managers are responsible to ensure that all their players are registered with Floorball ACT.

13.1.1. The Organisers shall, from time to time, audit the players to ensure all are registered with Floorball ACT. Those who remain unregistered will be required to register immediately, and penalties under Regulation 5.1 may be applied.

13.2. Each team shall have a captain who is responsible for completing and signing the Match Record before and after each match.

13.3. Teams are required to provide two (2) scorers/timekeepers for every match they are assigned to.

13.3.1. Scorers/timekeepers must be **organised** by the assigned team; they do not necessarily need to **be from** the assigned team. The assigned team retains ultimate responsibility for ensuring scorers/timekeepers are present, and is liable to punishment under Regulation 8.3 if scorers/timekeepers are not present.

13.4. Teams are expected to provide help in setting up or packing up and keeping the venue tidy.

13.4.1. This requires teams assigned to the first fixture of each round to arrive no later than twenty (20) minutes before the scheduled start of play to assist with setting up. Teams assigned to the final fixture of each round are to assist with packing up the venue.

13.4.1.1. Teams who fail to comply with this Regulation may be sanctioned with a penalty of one (1) competition point by the Organisers.

13.5. Teams are required to adhere to the rules of the venue and always display proper respect for the facilities. In particular, it has been requested that no food or drinks (other than water) are consumed on the playing surfaces.

13.6. All players, team captains and officials are expected to maintain an awareness of and respect for all Floorball ACT and Floorball Australia member policies (available at <http://www.floorballaustralia.org.au>), and the privacy of venues and their staff. In particular, please be aware of the Floorball ACT and Floorball Australia Code of Conduct policies and Social Media Policy.

13.7. Smoking and alcohol are not permitted within the venues or their grounds.

14. PROTESTS

14.1. Should a Development Derby 2024 team wish to lodge a formal protest, it must be made in writing to the Organisers, via email to competitions@floorballact.org.au.

14.2. Protests must be made within the following timelines:

14.2.1. **Game play incidents (including incidents immediately before or after a game):** within twenty-four (24) hours of the conclusion of the game;

14.2.2. **Out-of-game incidents or other matters:** within two (2) business days of the incident occurring/matter arising.

14.3. Protests will first be considered by the Organisers, who shall decide if there is a case to answer and/or question to be resolved by the competition Jury. However, the following shall be referred directly to the Jury:

14.3.1. Players who have received match penalty during a game;

14.3.2. Players who are the subject of protests/allegations initiated by the Floorball ACT Executive.

14.4. The Jury for deciding on protests shall be the Floorball ACT Disciplinary Board for Misconduct, as defined in the Floorball ACT Constitution.

14.5. Jury members must recuse themselves from deciding on a protest if they are/were:

14.5.1. A member of the protesting team, or on the same team as the individual(s) making the protest;

14.5.2. A member of the team being protested against, or on the same team as the individual(s) being protested against;

14.5.3. A participant (player, referee or scorer) during the match in question (for match-related incidents).

14.6. The quorum for a Jury is three (3) members.

14.7. The procedure for Jury deliberations is outlined in the Floorball ACT Constitution.

15. OTHER DISCIPLINARY MATTERS

15.1. Floorball ACT has implemented a zero-tolerance policy against unsportsmanlike conduct, including the persistent questioning and/or dissent of/at referee decisions. Referees are to be firm and consistent in their implementation of the relevant rules (IFF Rules of the Game Edition 2014, rules 605.22, 610, 613.4, 613.5, 615.3, and 617.3). In addition to the relevant rules, the following guidelines are provided for the penalizing of player misconduct:

15.1.1. **Minor penalty (in addition to IFF Rule 605.21):** Yelling/shouting regarding a decision that is **not** directed at the referee (a stern warning may be given in the first instance).

15.1.2. **Personal penalty (in addition to IFF Rule 610.1):** Yelling/shouting **at** a referee regarding their decision; yelling/shouting, which includes swearing, regarding a referee decision that is **not** directed at a referee; aggressive and/or offensive swearing at an opposing player; repeated excessive celebrations, and/or celebrations that are directed at members of the opposing team; approaching the opposing team's bench before/during/after a match; refusing to cease wearing a current-generation Canberra Chargers/Chargettes jersey during a match (Regulation 12.3.3); asking a senior referee present, but not refereeing, to overrule/question a decision of the on-court referees.

15.1.3. **Match penalty (in addition to IFF Rules 614.6, 614.10 – 614.14):** Swearing at a referee; making an invitation to participate in a scuffle/fight; deliberately touching/grabbing/holding a referee without reasonable excuse (e.g. preventing them from falling; note that demonstrating the actions of another player is **not** a reasonable excuse); making comments to a referee, player, match secretariat, member or spectator that, having regard to all the circumstances, could be reasonably considered to be racist, sexist, trans/homophobic, or otherwise belittling or offensive to the person in question.

15.2. Should a player receive a match penalty, the following interpretations shall be used:

15.2.1. Players who receive a match penalty shall be ineligible to take part in **any** aspect of the Competition until the resolution of their Jury determination. Games missed under this Regulation are to be considered as “time served” against any suspension that may be imposed by the Jury.

15.3. Players who receive two (2) match penalties during the Competition shall be required to show cause as to why they should not be expelled from the Competition.

15.3.1. A player shall have seven (7) days from the receipt of their second match penalty of the Competition to provide written reasons to the Organisers as to why they should remain in the Competition. Failure to provide written reasons within this timeframe will result in automatic expulsion from the Competition.

15.3.2. Any such player shall be automatically suspended from Competition until such time as the player provides written reasons to the Organisers, and the Jury makes a determination of the player’s cause for remaining in the Competition.

15.3.3. The Jury may:

15.3.3.1. Accept the player’s cause for remaining in the Competition, and take no further action;

15.3.3.2. Accept the player’s cause for remaining in the Competition in whole or in part, but issue an alternative penalty to expulsion from the Competition, as per Section 45 of the Floorball ACT Constitution;

15.3.3.3. Reject the player’s cause for remaining in the Competition, and confirm their expulsion from the Competition.

15.3.4. Should such a player successfully show cause to remain in the Competition, and then subsequently receive another match penalty, they shall again be required to show cause as per this Regulation.

15.3.5. Any penalty or expulsion issued under this Regulation shall be in addition to the prescribed penalty for the match penalty (i.e., automatic one-match suspension).

15.4. Players receiving a technical match penalty or match penalty, or under suspension, are to leave/not attend Competition venues in use, and may not return until the conclusion of the game in question/their period of suspension (including end-of-game formalities).

15.4.1. Should a player be unable to leave the venue immediately due to, e.g., transport arrangements, the Organisers shall identify a room within the venue where the player is to remain until the conclusion of the game in question.

15.4.2. Players penalized with a technical match penalty/match penalty/suspension from the Competition who refuse to leave the venue for the duration of the match/suspension in question render their team liable to forfeiting the match and having match abandonment recorded against their team, as per Regulation 9.10.1.

15.5. Players who have been expelled from Development Derby 2024 are not to be present in any tournament venue during the competition.

15.6. Players who have been suspended/expelled from Development Derby 2024, or who voluntarily withdraw from the Competition after the Competition commences, forfeit any relevant Competition fees to the Organisers.

15.7. Referees, team captains, and members of the Floorball ACT Executive may refer any incident to the Floorball ACT Committee for consideration, regardless of any sanction imposed by the match referees at the time of the incident.

15.8. The Jury for deciding on other disciplinary matters arising during a Competition (i.e., match penalty, other referred incidents, etc.) shall be as per Regulation 14.

16. UNACCEPTABLE BEHAVIOUR

16.1. Unacceptable behaviour is behaviour that, having regard to all of the circumstances, would be offensive, belittling, abusive or threatening to another person or adverse to morale, discipline or team cohesion, or otherwise not in the interest of either Floorball ACT or Floorball Australia.

16.1.1. Note that adherence to Floorball ACT's and Floorball Australia's Code of Conduct and various Policies is a condition of player registration.

- 16.2. The Organisers will not tolerate unacceptable behaviour. Everyone participating in Development Derby 2024 has the right to play without being subjected to unacceptable behaviour and **every player and official** has an individual responsibility to treat others fairly and with respect.
- 16.3. Captains/teams will also be held accountable for their failure to take reasonable steps to prevent unacceptable behaviour by a member of their team or supporters. This could result in the loss of competition points, match forfeit, or other sanctions imposed by the Jury.
- 16.4. The Organisers, and venue operators/managers, have the right to eject players or spectators who display unacceptable behaviour from venues.