



FLOORBALL ACT

Summer Series 2021-22

Competition Guidelines & Regulations Version 1.1



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Summer Series 2021-22 Competition Guidelines & Regulations

Summer Series 2021-22: Saturdays, November 2021 – April 2022
Tuggeranong Archery Centre, 299 Soward Way, Greenway
PCYC Queanbeyan, 1A Yass Way, Queanbeyan

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

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Substantive changes from Summer Series 2021-22

Regulation Change

Change log

Version	Date	Description
0.1	11/11/2021	Initial draft
1.1	24/02/2022	Add exemption for additional goalkeeper helmets

1. ORGANISERS

1.1. The Organisers of Summer Series 2021-22 (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.

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** Summer Series 2021-22 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 throughout Summer Series 2021-22; however, players wishing to be assigned to teams in the initial distribution are required to register by **26 November 2021**.

2.3.1. Teams will be required to accept the placing of individual players onto their team by the Organisers.

2.4. The Organisers may request that players move teams in order to maintain rough parity between teams.

3. RULES OF THE GAME

3.1. Summer Series 2021-22 shall be conducted in accordance with Summer Series 2021-22 Competition Guidelines & Regulations ('Regulations') and the IFF Rules of the Game Edition 2018 ('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 Summer Series 2021-22.

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 Summer Series 2021-22.

4.1.1. Players wishing to transfer between teams within the same division must notify the Organisers of their desire to transfer in writing three (3) business days before the first fixture where they wish to be playing for a different team.

4.1.2. The Organisers have unfettered rights to refuse to allow requested player transfers.

4.1.3. The Organisers have the right to require that players move between teams.

4.2. Summer Series 2021-22 will be for mixed teams, with numbers of players in accordance with the IFF Rules of the Game, 2018 Edition. There are no gender requirements or restrictions.

4.3. Teams will be formed as follows:

4.3.1. **All divisions:** The Organisers will accept the *nomination* of player-formed teams, as well as individual registrations. The Organisers reserve the right to refuse or modify nominations for player-formed teams, and to make assignments of individually-registered players to such teams, to ensure a relatively fair and even competition. The Organisers may also form additional teams from individually-nominated players as is deemed necessary.

4.4. Players may be borrowed by a team which is short-handed for a single Competition round, with the following conditions:

4.4.1. A team may only borrow a player(s) if they have fewer than seven (7) players able to play as field players in the round.

4.4.2. A team may borrow players to make their team up to a maximum of seven (7) field players total (own players plus borrowed players).

4.4.3. If a team is unable to provide **five (5) of their own players** (field players and/or goalkeepers) within ten (10) minutes of the scheduled start time of the game, they are deemed to have forfeited the game. In such an instance Regulation 9.5 will be in effect, and a “scratch-match” can be played.

4.4.4. Teams may borrow specialist goalkeepers; however, unless they are also borrowing additional field players, the Organisers encourage teams to play one of their field players as goalkeeper in such situations to improve exposure to the goalkeeping position.

4.5. Borrowed players must be of comparable (or lesser) skill to the team’s unavailable players, and must be agreed to by the opposition captain prior to the match.

4.5.1. If captains cannot come to an agreement, the match referees are the final arbiters. The match referees shall note their decision on the Match Record.

4.6. Players registering mid-season must register via the Floorball ACT website three (3) business days before the fixture where the new player will start playing, i.e. by close of business the Wednesday prior to the new player’s first match. Failure to do so may result in the player being considered ‘borrowed’ as per Regulation 4.4 until the new player’s registration is received.

4.7. A player must be 15 or older as at 1 January 2021 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 Summer Series 2021-22 game.

- 4.8. Players must participate in at least 20% (one-fifth) of all scheduled 'regular season' games for a team in Summer Series 2021-22 in order to qualify to play in the finals round(s) for that team.
- 4.8.1. Only players assigned to a team may play for that team in the finals round(s). Players who fulfil the qualification criteria for a team by virtue of having been repeatedly 'borrowed' by that team under Regulation 4.4 are **not** eligible for finals for the borrowing team.
- 4.8.2. 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.
- 4.8.3. 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).
- 4.8.4. To be considered to have participated in a game, a player must be listed on the match record for the game, and either:
- 4.8.4.1. 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,
- 4.8.4.2. Have taken to the court at some point in the game during 'live play'.
- 4.8.5. 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.
- 4.9. 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 615.6 is dispensed with).

5. QUALIFICATION OF PLAYERS AND TEAM STAFF

- 5.1. All players and team staff must hold a full playing Floorball ACT membership, or full playing membership of another Floorball Australia-affiliated club or State, at all times during Summer Series 2021-22.
- 5.1.1. 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. Match Penalty 1.
- 5.1.2. A team fielding or attempting to field such a person or persons in a match will be penalised:
- 5.1.2.1. 0.5 competition points per such person per match for the first match such person participates in;

- 5.1.2.2. For any subsequent matches such person participates in without a valid membership, the penalty will be double the previous penalty applied with regard to that person.
- 5.2. Teams participating are entitled to use a maximum of 20 players and 5 team staff in the Summer Series 2021-22 competition.
 - 5.2.1. The Organisers may issue a waiver to use additional players upon receipt of a written request from the team in question.
- 5.3. The team list may be added to by the Organisers with additional registrations once the Competition has commenced, and any additional registered players will be allowed to play for a team after this time.
 - 5.3.1. Teams are required to accept the assignment of players by the Organisers.
- 5.4. It is not appropriate to bring new and/or un-registered players to participate in a Summer Series 2021-22 game as a form of 'come-and-try'. For insurance, safety and competition integrity reasons, **all** new players must have both Competition registration and Floorball ACT membership prior to playing a game.

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 15 minute periods, with 2-minute period breaks and (maximum) 11-minute on-court warm up prior to each match. This gives an overall match time (including warm-up) of 60 minutes; any game stoppages (Regulation 7.3) 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. Each team is entitled to one (1) 30-second time-out per match. The game clock shall **not** stop during the time-out, except as prescribed in Regulation 7.3.
- 7.2.1. Referees are to ensure that time-outs are of the mandated duration. The time-out commences when the two teams reach their substitution benches, and the referees are at the match secretariat.
- 7.2.2. In continuous time situations, teams that exceed the mandated time-out duration, and ignore requests/warnings to resume play, may be liable for a two-minute 'delay of play' penalty, at the referees' discretion. Note that this applies to **both** the team who called for the time-out, and the opposing team.
- 7.3. Each game will be continuous time for its entire duration. There will be no 'effective time' of any kind played, except in the following circumstances:
- 7.3.1. During the last two minutes of the final period of any game, if a goal is scored, time shall be stopped when the whistle awarding the goal is blown. Time shall resume when the goal is confirmed by a centre face-off (i.e. when play resumes);
- 7.3.2. During the last two minutes of the final period of any game, if a penalty and/or penalty shot is awarded, time shall be stopped when the whistle awarding the penalty/penalty shot is blown. Time shall resume when play recommences after the penalty is assessed/the penalty shot is completed, and play is resumed;
- 7.3.3. During the last two minutes of the final period of any game, if an 'unnatural situation' (e.g. serious injury, breakage of rink or other equipment, etc.) occurs, and it cannot be quickly rectified, the referees may signal 'time off' at their discretion. Time shall resume when play is resumed.
- 7.3.4. During the last two minutes of the final period of any game, if a team requests a time-out, the clock shall be stopped for the duration of the time-out.
- 7.3.5. The last two minutes of the last period of all finals/placement games shall be **effective time**.
- 7.3.6. If any of the above situations are 'in progress' when the game clock reaches two minutes remaining in the final period, the clock shall be stopped at that point until play resumes.
- 7.4. 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 continuous time situations, in order to waste time/stifle competitive play. In such circumstances, referees should consider whether it would be appropriate to award a two-minute 'delay of game' bench penalty.

7.5. Bench penalty times shall be synchronised to game time, with the following caveats in continuous time situations:

7.5.1. Penalty time shall not start to be measured until play resumes after the penalty is carried out.

E.g., a player is awarded a 2-minute penalty at 12:30. The referees place the player on the penalty bench, and the game then resumes at 12:00. Therefore, the penalty starts to be measured at 12:00, and will run until 10:00 (assuming no goals are scored).

7.5.2. If a bench penalty carries over between periods, the measuring of the penalty shall not resume in the new period until play starts.

E.g., a player is awarded a 2-minute penalty at the end of the first period, which starts 45 seconds before the period ends. The next period starts at 15:00, but the starting face-off does not occur until 14:30. Therefore, the measurement of the penalty resumes at 14:30, and will run until 13:15 (assuming no goals are scored).

8. REFEREES AND SCORE DESK DUTY

8.1. The Organisers will arrange referees for each competition game.

8.1.1. Each team is required to provide one referee to be available to the Organisers to assign to games, as per *FACT-005 Team Contribution Policy*.

8.1.1.1. Teams who, in the opinion of the Organisers, fail to make a reasonable attempt to comply with this Policy, and do not have a valid exemption from the Organisers, shall be ineligible to participate in a Grand Final.

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 Regulation 9.7 becomes operative.
- 9.6.1. The non-forfeiting team will also be awarded all bonus points available from the match.
- 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, the match result will be recorded as follows:

9.10.1. **Match abandonment 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. All bonus points will be awarded to the non-offending team. 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. 'Apricot'-coloured balls will be used.

9.13.1. Alternative-coloured balls may be used if 'apricot' 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.

10. COMPETITION FORMAT

- 10.1. The playing system for Summer Series 2021-22 shall be finalised after the receipt all of player/team registrations.
- 10.1.1. The Organisers will form a Division 1 for senior/Elite-level/experienced players, and a Division 2 for new/social-level/inexperienced players.
- 10.1.2. Each Division will include a 'regular season' and finals round(s).
- 10.1.3. The Organisers may also schedule 'additional special matches' throughout the Competition (e.g. All-Stars, Challenge games, etc.). These games do not count towards Division standings, player personal statistics and MVP awards, or towards finals qualification requirements.
- 10.1.3.1. The Organisers may promulgate updated match rules (e.g. altered period lengths, etc.) for additional special matches as required.
- 10.2. During the 'regular season', a win will be rewarded with four (4) competition points; a draw will be rewarded with two (2) competition points; a loss will be rewarded with zero (0) competition points.
- 10.3. Teams will be awarded one (1) bonus point for every period in which they outscore their opponent (i.e., a 'period win').
- 10.3.1. A bonus point will not be awarded for a period where both teams score an equal number of goals.
- 10.3.2. In the event that a match must be abandoned under Regulation 9.10.3 in the final period of the match, the bonus point for the final period shall be awarded to the team who scores the most goals in the final period, if any.
- 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. Bonus points earned;
- 10.4.5. Coin toss, or similar drawing of lots.

- 10.5. In the event of a draw at the end of regulation time in a final/placement match of any kind, the result will be decided by penalty shots, as per IFF Rule 204. The Organisers may decide prior to the match that a period of golden-goal, effective-time overtime may be played first, if time permits.

11. MOST VALUABLE PLAYER & TOP POINTS SCORER AWARDS

- 11.1. At the end of each match, the Referees and match secretaries shall award Most Valuable Player (MVP) points to those players who had the greatest **positive** impact on the game. Three distinct players will receive three (3), two (2) and one (1) MVP point(s) respectively.

11.1.1. Where practicable, referees are encouraged to consider players' nominal/expected impact on a game when assessing which players to award MVP points to.

11.1.2. Referees and match secretaries are entitled to consider player attitude and behaviour when considering whom to award MVP points.

- 11.2. At the end of Summer Series 2021-22, the organisers will tally these points to determine a male and female Most Valuable Player award for the Competition, or each division of the Competition therein.

- 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. Two (2) minute penalties.

No effect on MVP points.

11.3.2. 2+10 minute personal penalties.

For each 2+10 minute personal penalty awarded to a player during Summer Series 2021-22, the Organisers shall deduct one (1) MVP point from that player's total MVP points for the Competition (or relevant division of 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. Five (5) minute penalties.

For each five (5) minute penalty awarded to a player during Summer Series 2021-22, the Organisers shall deduct two (2) MVP points from that player's total MVP points for the Competition (or relevant division of 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. Match penalties.

Should a player be awarded a match penalty at any point during Summer Series 2021-22, they shall be ineligible to win an MVP award for the Competition, or any division of the competition therein.

11.3.5. Suspension.

Should a player be suspended from any aspect of Summer Series 2021-22, they shall be ineligible to win an MVP award for the Competition, or any division of the Competition therein.

- 11.4. Referees shall 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 Summer Series 2021-22, and determine a male and female Top Points Scorer award in the Competition, or each division of the Competition therein, 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 Summer Series 2021-22, or be suspended from any aspect of the Competition, they shall be ineligible to win a Top Points Scorer award for the Competition, or any division of the Competition therein.

- 11.8. Players borrowed under Regulation 4.4, or participating in a 'scratch match' under Regulation 9.5.1 for a team they are not normally assigned to, are ineligible to earn MVP points, and any points they score will not be counted towards their total for the competition.
- 11.9. 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 within the relevant Division the opportunity to play the same number of games as each other.
- 11.9.1. 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 (2+10 minute personal penalty) and 11.3.3 (five-minute penalty) shall not be in force for the games affected. However, Regulations 11.3.4 (match penalties) and 11.3.5 (suspensions) shall remain in force.
- 11.10. Points scored, and MVP points earned, during additional special matches shall not count towards awards for Top Points Scorer and Most Valuable Player. However, Regulations 11.3.4 (match penalties) and 11.3.5 (suspensions) shall remain in force.
- 11.11. Players who compete in multiple divisions of the Competition shall only be eligible to win Top Points Scorer and Most Valuable Player awards in the highest division in which they compete.

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. As an alternative to IFF-approved masks/helmets, 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:
- 12.2.1.1. Ice hockey; or,
- 12.2.1.2. Field hockey.
- 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 are able to 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. a lack of a suitably-sized shirt). In such a case, any replacement shirt worn must be numbered.
- 12.3.3. Exemptions to Regulation 12.3.1 may be granted to the Organisers on a case-by-case basis to teams who are able to provide their own shirts. Such shirts must be **exactly** uniform, fulfil the uniform requirements of the IFF Rules of the Game, and must exist in suitable numbers to completely equip the team in question.
- 12.3.4. It is **strictly forbidden** for players to wear current-generation Canberra Chargers/Chargettes jerseys during Summer Series 2021-22 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 **2+10 minute 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 encouraged, but not necessary.
- 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 to their teams.
- 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 required to provide Committee members and/or assistance to the Organisers under *FACT-005 Team Contribution Policy*.
- 13.4.1. Teams who, in the opinion of the Organisers, fail to make a reasonable attempt to comply with this Policy, and do not have a valid exemption from the Organisers, shall be ineligible to participate in a Grand Final.
- 13.5. Teams are required to have at least two (2) of their players attend a rules familiarisation course immediately before/during Summer Series 2021-22, as per *FACT-006 Rules Familiarisation Policy*.
- 13.5.1. Teams who, in the opinion of the Organisers, fail to make a reasonable attempt to comply with this Policy shall be ineligible to participate in a Grand Final.
- 13.6. Teams are expected to provide help in setting up or packing up and keeping the venue tidy.
- 13.6.1. 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.
- 13.6.1.1. Teams who fail to comply with Regulation 13.6.1 may be sanctioned with a penalty of one (1) competition point by the Organisers.

13.7. 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.

13.8. 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.

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

14. PROTESTS

14.1. Should a Summer Series 2021-22 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 2 during a game, and who are appealing against the automatic one-match ban associated with that penalty;

14.3.2. Players who have received Match Penalty 3 during a game;

14.3.3. 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.
- 14.8. If a player is suspended by the Jury, and that player is participating in multiple Divisions within the Competition, the Jury shall be explicit in stating whether the suspension applies only to the Division of the Competition in which the misconduct occurred, or to the Competition as a whole.

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. **Two-minute penalty (in addition to IFF Rule 605.22):** 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. **2+10 minute personal penalty (in addition to IFF Rule 610):** 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 12.3.4); asking a senior referee present, but not refereeing, to overrule/question a decision of the on-court referees.
 - 15.1.3. **Match Penalty 1 (in addition to IFF Rules 613.4, 613.5):** Swearing at a referee; making an invitation to participate in a scuffle/fight.

15.1.4. **Match Penalty 3 (in addition to IFF Rule 617.3):** 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 Match Penalty 2 or Match Penalty 3, the following interpretations shall be used:

15.2.1. *“...suspension from the following match in the same competition...”* (IFF Rules 614.1, 616.1) shall be taken to mean the following match in the same Division of the Competition in which the Match Penalty was received, **or** the following match in the highest regular Division the player competes in if the Match Penalty is received during an additional special match.

15.2.2. Players who receive Match Penalty 3 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, except for the one-match served as an automatic suspension under IFF Rule 616.1 and Regulation 15.2.1.

15.3. Players who receive two (2) Match Penalties of any kind across any and all Divisions and additional special matches 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 all Divisions and additional special matches of the 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 received (i.e. automatic one-match suspension for Match Penalties 2 & 3, and Jury review of Match Penalty 3).
- 15.4. Players receiving a 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 Match Penalty/suspended 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 Summer Series 2021-22 are not to be present in any tournament venue during the competition.
- 15.6. Players who have been suspended/expelled from Summer Series 2021-22, 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 3, 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 Summer Series 2021-22 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.