

# CANBERRA 3s FLOORBALL

## GAME RULES & TOURNAMENT SCORING

Floorball 3s rules are simpler than the complete [Rules of the Game](#) of floorball. The spirit of the game in Floorball 3s should be that it could easily be played without a referee, as it is not strictly of a highly competitive nature. Each player should read these basic rules before the games start, and always try to play in a clean and safe way. The organisers have allocated one referee/scorer/duty team to each game, whose primary role is to keep track of the game score and facilitate the game. The players should adapt to the level of game play, where players admit their own faults and assist the referee and the other team to play a fun game. If a situation is unclear, common sense and normal floorball rules should apply. The basic rules of the Canberra 3s Floorball Open games are as follows:

1. There are three (3) players per team in the rink at the same time and no goalkeepers. Teams are allowed to substitute players at any time within their own half.
2. Playing time is 1 x 12-minute game with no period breaks. 3 minutes will be allowed for changeover before the next game begins. Game slots are therefore 15 minutes.
3. The boards (rink) mark the playing area.
4. The sticks must be a game-legal (i.e. IFF-approved) floorball stick, and the game balls used are *Floorbee Torpedo* balls in any colour.
5. Small floorball goals (about 90 cm wide x 60 cm high) will be used.
6. In front of the goal is a taped goal area about 1.8 m x 0.9 m. A player is not allowed to touch or enter the goal area with any part of the body, stand or jump over it, nor run through it to get an advantage. It is allowed to use the stick to play the ball in the goal area.
8. If an attacker breaks the goal area rule, a free hit will be awarded to the defending team. If a player of the defending team breaks the goal area rule preventing a scoring situation then the attacking team will be awarded a penalty shot. If it is not a goal scoring situation a free hit or play on may occur.
9. The penalty shot is a free-hit from the middle of the rink towards the empty goal, with no one else on the court.
10. A goal is scored when the ball fully crosses the goal line between the goal posts or post markings. The goals should be kept in the correct place by the defending team.
11. A player can only score by playing the ball into the goal with their stick (no deliberately kicked goals). Goals coming off the defending team, or unintentional rebounds off the body of the attacking team, are allowed.
12. At the beginning of the game a face-off will occur on the referee's whistle.
13. After an allowed goal, the game restarts with an opening pass from the centre of the rink by the non-scoring team, to be taken in a backwards direction following a whistle from the referee when both teams are considered ready to play. Both teams must actively return to their own half of the field (or substitute) after a goal and be ready within a reasonable time frame for the game to restart in this fashion.
14. If the ball goes out of the playing area a hit-in will be carried out by the team which didn't play the ball out of the area. Teams and players should actively assist the referees by indicating the direction when the ball has gone out from them. The referee shall decide if there is doubt or call a face-off. Hit-ins will be taken approximately one meter from the boards and from the corner spots if the ball has gone out of play behind the line of the goals.



# CANBERRA 3s FLOORBALL

## GAME RULES & TOURNAMENT SCORING

15. A hit in or free hit can go directly into the goal, and should be played in such a way that a sound is heard on contact of the stick with the ball (i.e. the ball is cleanly hit, not pushed/dragged/flicked).

16. Intentional use of the head, hands, or arms when trying to play the ball is not allowed. Jumping to play the ball is not allowed.

17. A player is not allowed to raise the stick above the waist level, and is not allowed to play the ball with the stick when the ball is above knee level.

18. A player is only allowed to use the stick for playing the ball. Using the stick for blocking, lifting, hitting, etc. of the opponent's stick (stick-checking) is forbidden, as is having the stick between the opponent's legs.

19. Roughing, holding, pushing and obstruction ('shepherding') is forbidden – body contact rules are similar to basketball or soccer. **Minimal** shoulder-to-shoulder jostling is allowed to improve position over the ball.

20. A player is not allowed to play without a stick.

21. A player is not allowed to play when lying on the ground (this includes having both knees or a hand on the ground).

22. A player with the ball is not allowed to continuously back up into an opponent. A new direction should be taken after any contact.

23. Situations leading to a free hit or penalty shot are:

- Lifting, hitting or blocking the opponent's stick;
- Playing with a high stick;
- Jumping when playing the ball;

- Intentional playing with hand or head;
- Intentional hitting of the opponent's stick;
- Playing the ball with two knees/a hand on the ground;
- Playing with a broken stick;
- Too many players in the rink;
- Throwing the stick;
- A player won't voluntarily move three meters away from the free hit spot;
- Dangerous play;

The principle of advantage should be used in games. A penalty shot shall be given after an offence which clearly prevents a goal-scoring situation. After a missed penalty shot a face-off from the centre point shall follow.

24. If a player is guilty of unsportsmanlike or severe dangerous behaviour, then a penalty shot will be awarded to the other team and the offending player will be ejected from the game. In the worst cases, the player may be suspended from the tournament.

25. In Pool games, team standings will be determined as per the ['Standard' formula](#) on the Floorball ACT website (TopScore).

26. In Placement/Finals games (if any), if the score is level after the 12 minutes playing time, the winner will be decided with a sudden death penalty shootout competition. At least three different players from each team must shoot before anyone may shoot a second time.

27. Referees/scorers shall tally the score on the provided scorecard and determine the final score of each game. The organisers will keep track of ladder positions for each Pool/Division and determine the Placement/Finals games as per the schedule after the round robin games during the break.

