

## **IFF Referee playbook 3**

### **Forewords**

The purpose of this Playbook is to unify the way the referees act and carry out games at an international level, and also to be used as a guide by IFF member associations in all games at a national level. This way the entire Floorball community can ensure that the referees officiate the games based on same the guidelines all over the Floorball world, and that all the referees have the same instructions worldwide.

The IFF Referee Playbook vol 3 is the accurate document at the time. A light version of the video library has already been published on the IFF website and there will be more videos added during the year 2019.

It's important for all the IFF member associations to implement the Playbook as an important part of their referee educations on the national level.

The IFF Referee Playbook vol 3 will be valid from the 1<sup>st</sup> of July 2019 but will be used already before for all the referee educations for the season 2019-2020.

### **Common guidelines for the IFF referees and how to conduct international games.**

The Playbook contains ten different sections.

1. Aim of the game
2. Pre-Game
3. Communication
4. Referee brand and character
5. Movements and positioning
6. Decisions during the match
7. Level of the play
8. Rules interpretations, educational guidelines
9. After the game
10. Development of the Playbook

### **Aim of the game**

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The aim of the game is naturally to have it played, but the game on international level is just so much more than a technical game itself.

The players are there to play, the spectators to watch an entertaining game, TV and media to share it to even bigger audience all around the world. International games are individual events with a lot of skills, emotions, intensity, winners, losers and sport heroes.

A Floorball game and a Floorball event can be considered as a Product. "Skillful game with physical element, not vice versa"

The speed of the game is increasing all the time and also the referees need to think and talk about the product called a Floorball game.

Discussion topics in the educations could be for example:

- Skill
- Intensity
- Fairness
- Emotions
- Easiness
- Global

It's very important for the referees to understand that they are a part of the product and their task is in the game to secure that the topics mentioned above will eventually become reality in the game. The referees are not in the game for themselves nor for the IFF, IFF RC, IFF RACC or IFF CB. They are there as one part of the big picture, which is called international Floorball.

## **Pre-game**

1. Enter the venue at time and greet the match secretariat and the teams if possible. Remember to greet both teams in order to give the impression that you take both teams under consideration and remember to be open minded.
2. Act as a "referee team" and let it be shown
3. Don't warm up in the rink, do it outside the arena if possible, otherwise in the corridor.
4. Check goal cages before the match and after intermissions, one referee for one end. Check also the safety elements around the field of play.
5. Make sure that the substitution zones are marked out clearly as it has become increasingly common for coaching and player changes outside the substitution zones.
6. You can wear your track suit jackets, when entering the arena, but during the lineups, wear your match outfit as the playing teams do as well.
7. Follow the instructions given by the match organizer regarding the pre-game ceremonies. At an international level the Local Organizing Committee usually has planned the procedure for the teams and the referees to enter the rink. Don't enter the

rink before the right time. If there are no pre-game ceremonies, don't enter the rink before the teams.

8. Before starting the game, make sure that everyone is ready; match secretariat, teams and especially the goalkeepers. Start the game on time.
9. In face-off, proceed according to the rulebook. Concentrate on the right execution of the face-off and on the three-meter distance. Focus also on the position of the players' sticks and feet.

## **Communication**

1. No signs performed during motion except delayed penalty and advantage.
2. The most important is to show the direction right after you have whistled.
3. Consequence sign made by the whistling referee when necessary or if asked. Good if offence happens in, or near to a goal scoring sector.
4. Pay attention to the "auxiliary signs", when the intention is to communicate "no offence" or the ball hits the goal bar etc. Usually it is not a problem to communicate between the referees especially if the head sets are in use. Instead of showing all kind of "awkward" additional signs during the game, the referees can simply comment the situation orally. For example if two players are playing for the ball and both hit the ball and afterwards the sticks hit each other and the referees wants to comment that, then simply just shout "ball" instead of showing some signs with both hands.
5. All communication with the Secretariat is made by speech and no signs will be displayed.
6. Referees gather at the Secretariat after goal and penalty only if needed. Especially now when the head sets are in use, there mostly is no need for gathering.
7. Offence signs at the match secretariat shown only in the venues where there is no speaker.
8. Wash-out sign to be used only in accordance of an incorrectly scored goal or to clarify to everyone that the ball did NOT go to goal. Not to be used when the ball hits the goal bars or the goalkeeper makes a save.
9. In important decisions remember that people are watching you a second after whistling (referee second). Freeze your body one second, then make clear signs so that the entire arena understands.
10. Remember to use different kind of whistle tones depending on the situation. The hit-in, free-hit and the penalty whistle tones should all be different, length and volume.
11. Goal signal are two signals, one confirming that the ball is over the goal line (pointing towards the goal cage) and one that confirms the goal (pointing towards the centre spot). The whistle is a two tone but continuing.

12. Prevent the need of penalties by proactive and positive communication to players or team members when the situation on the field allows to do this.
13. Put the whistle in your mouth only when you are planning to use it. Don't keep the whistle in your mouth, when not whistling.
14. All the discussions with the teams will be held in the corridor during the intermission. No discussions in the rink after the period is over.
15. The IFF referee observer can visit the referees during the intermission in the locker room, but he/she to act according to the IFF observer guidelines, which also state, that the referees can deny the observer to enter the locker room during the intermissions. The main purpose for the observer to be in the locker room is to support and back up the referees.

### **Referee Brand, leadership and character**

The purpose of this section is to clarify what is expected from the referees in the long run. You could say that there are as many ways to referee, as there are referees. The aim for the whole Playbook document is to try to narrow the gap between different referee pairs and to make the referees have the same level of understanding of the game.

The referee brand means that the referees act the same way in pre-game procedures, try to find the same level of officiating, naturally depending on the level of the match and to create a referee product where the teams, players and other stakeholders eventually will understand the decisions of the referees or at least make it easier for them to understand.

This work has only begun and it will take longer period of time to implement it to all levels of refereeing, but as usual, it goes from the top level to lower levels in some time frame.

When it comes to the leadership it's usually a strong personality, which makes a successful game leader. This is a key factor to ensure a smooth and intensive game. The intention however is not to try to create a group of clones to officiate the Floorball games. There are a lot of different types of personalities among the top referees who are still able to manage the games on all the levels with their own personal way with different characteristic features.

A strong referee personality can be seen in the good cooperation with players, coaches and other stakeholders in the sport. Their appearance can be characterized by joy, passion and understanding for sports, without having to put themselves in the limelight.

Some requirements for a successful referee are:

- Good communication, which also includes the verbal proactive communication with the teams according to the IFF RC educational guidelines regarding the verbal communication with the teams.
- Clear and confident behavior and self-confidence
- Positive attitude
- Honest and genuine character

The referees are also a vital part of the game, but the focus should always be in the game itself and the referees should not unnecessarily take too big role in the game nor outside the game. It's very good and positive that the referees actively build their own brand in order to make the future games easier for themselves, but the referees also need to take under serious consideration, where the level of good taste is. This specifically applies for the visibility and brand building outside the field of play for example in social media.

Social media is naturally part of the modern society and sociality, but from the referee perspective can't be the main topic. The main focus always needs to be in the game as such.

## **Movements and positioning**

Referees' movements and positioning have many different purposes, but there will only be limited instructions in the Playbook, mainly concentrating on the basic procedures. As a game starts getting faster, the referees should always be on top of new situations in the game. They should ensure that the movements and positioning are optimal regarding the game. In different levels/member associations more detailed movement/positioning descriptions can be used. However, the referee should always take the following three topics into account when considering movements and positioning

1. Being able to supervise the goal line in every situation when necessary
2. Not obstruct the game
3. Have agreed and considered movement pattern and area split

Some other suggestions, but not the only possibilities, to develop basics of movements are

- Movement and positions will be conducted according to the IFF guidelines. More experienced referees to be given the possibility to move off the normal pattern in order to see more, but only if they are not on the way of the game.
- Aim to change the ends regularly during the whole game. Side changes are not made just to change sides but mainly to ensure that the referees are not in the offending or defending situations for too long period of time for the same team. Wait for the right opportunity to not compromise supervising the goal line. Change ends when the attacking team has hit-in / free-hit in the offensive corner spot or after a whistle when both teams are substituting.
- Positions and actions at Penalty shot. The referee couple themselves choose which setup they want. The field referee supervises that the execution of the penalty shot complies with the regulations (continuous movement towards the goal cage and player and the ball are not allowed to come to a full stop). The referees shall not move alongside with the player when he/she is carrying out the penalty shot.

Important: Movements and positioning should look good overall (sportsmanlike, active but unobtrusive and adapted to the match) and the referee pair should be able to feel comfortable with their movements and positioning.

### **Rink splitting and movement patterns**

The basis how to divide the responsibility areas in the rink

- The referees work according to the basic diagonal depending on where the ball and the players are. This approach is used to create a rink splitting so that both referees do not concentrate on the same situation.
- There are many different ways to split up the rink within a referee pair. When the rink splitting is not agreed upon, a referee pair might concentrate on the same situation, which causes double whistles in other words both follow the ball.

### **Basic position**

The basic position is 3-5 meters in from the long side of the rink if the situation allows that.

Example: If there are basketball lines in the venue, avoid moving outside these on the long side.

### **Basic position attacking game**

- Goal referee takes the position to guard the goal line and the ball in front of the goal.
- Goal referee tries to keep his position when the ball is above the goal line.
- Goal referee must never be in the goal crease or the goalkeeper area during the game.
- Goal referee's position controls the field referee's position.
- The place for the free-hit in the goal scoring sector should be marked immediately by the field referee in order to secure the possibility for a fast free-hit.
- Goal referee marks the free-hit spot for the defending team when necessary.

### **Situational**

Movement pattern allows referees avoid ending up near the board or being stranded near the midpoint when there is a turnover. Then the field referee does not need to guess which way is best to use when the turnover comes to the eventual goal referee. This way the goal referee is first down to the extended goal line and is not forced to let the players pass him/herself or would be forced to step over the long side of the board which is not preferred in any cases.

### **Be in the rink**

The referees' aim is to be in the rink as much as possible, to step over the short side of the board is not wrong and made whenever necessary but try as quickly as possible to step back into the rink. In the short end it's sometimes difficult for the teams to play if the referee is in the rink. In those cases, stay outside as long the situation continues. On the other hand, stepping over the long side of the rink is not preferred and actually shows poor movements and understanding of the game.

### **Close to the game and appropriate distance**

Referees need to be as close to the game as possible, but not on the way of the game. Read the game and try to see where the players will play the ball and especially try to see to the "future" and think where the players might try to move to. It's good to keep the appropriate distance to be able to see as much as possible. Not forgetting above the waist line.

### **The goal referee in transition of play**

1. When the field referee becomes the goal referee (not at the turn over) he/she should stay in the position close to the goal crease in order to be close to the players and talk to the players who are often "parked" there, basically taking care of the preventive communication.
2. If the pass is turned over referee has additionally shorter distance up to the center line.
3. Move to become the goal referee when pass is coming to have good eye on the ball in front of goal and the far side of the goal area.

### **The field referee in transition of play**

1. The referee needs to read the game and be aware which side the team is using for playing the ball.
2. If the team is mainly using one side of the rink according to their tactics the referee should stay on the other side of the rink.
3. If the team plays with several "lower" defenders the referees shall not go pass the players, because this might force the referees to go over the rink on the long side.
4. The aim is to get up and preferably over the centre line as quickly as possible to assist the goal referee. It's always up to the referees to evaluate where to move to and how fast. Use your own brains to decide where to go and when. Naturally the aim is still to be as close as possible, but not to disturb the players nor the game.

### **The goal referee at established attacking game**

1. Starting position, close to the goal, but not on the way.
2. It is more important to see if the ball crosses the goal line than what happens in front of the goal.
3. When the game comes towards your position, move down to / behind the short side of the border. Do not back out towards the long side of the board. This way you will be too far from the goal and

might end up to the situation that you need to go over the board on the long side. If the ball is played in front of the goal it depends on the situation which one of the referees is in charge of the situations in front of the goal.

4. Have aim to be at your starting position each time a shot is fired.
5. If you run to the other side of the goal area, search position, similar to the one you had on the other side. The field referee substitutes the diagonal, unless the situation requires otherwise. You must also be ready to move to the corner if something is happening there and the presence of the referee is required. The objective is still then to come back from the corner to the basic spot.
6. At offensive corner shot, the goal referee's aim is to be on the side the offensive hit-in / free-hit is given. This way the referees will be able to tell the defending players to move to the right distance from the hit-in/free-hit in order to avoid unnecessary penalties. The only exception is during box-play where the defenders rarely come out towards the corner to win the ball.

### **The field referee at established attacking game**

1. Mainly to back up the goal referee by adjusting movements according to the movements of the goal referee if necessary and needed. The field referee needs to use own judgement regarding his/her positioning.
2. To supervise the players and situations in front of the goal and also to supervise the players who are not in the situation where the ball is played.
3. To be ready to move to show the possible spots for free-hits and hit-ins.
4. To be ready to move to become the goal referee.

### **Positioning in a penalty shot**

Positioning during penalty shot is optional. The goal referee can position himself behind the extended goal line either on the side of the substitution zone or opposite side of the substitution zone. Field referee lines up to the opposite side than his pair and 5-7 metres from the goal line. Field referee monitors the player conducting the penalty shot and his/her movement and that it's according to the rules of the game.

The referee pair should choose the sides based on the feeling of the game. If they think that extra supervising and monitoring of the substitution zone is required, then the positioning should be accordingly.

### **During the game**

#### **Advantage**

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Advantage is one of the most important tools for game management. Especially in international games advantage should be used whenever possible. The so called “long advantages” serve the game and the flow of the game is this way guaranteed. The advantage shall be clearly announced so that the teams and the players are aware of it. Especially in the “lower” level games it’s essential to clearly inform the teams and the players so they get the idea and impression that the advantage is on at the time.

The free hit should be called if the attacking team loses the ball and this is caused by an offence or the nature of the opponent positions.

If it is because of a bad decision or performance of the player having the ball, the advantage should be seen as a missed opportunity caused by the offended team itself.

It’s very important to stress the importance of the use of the advantage in the referee educations and to try to improve the level of understanding of what the advantage actually is and also to teach the referees and to practice the use of the advantage in the game. The importance of the advantage is growing at the same time when the sports is developing to be faster and faster. Good game reading skills are important for referees: Skillful teams will often prefer ball possession and game continuation over an interruption caused by a free-hit (allowing the offending team to re-group), even though the free-hit would be taken from a promising spot.

The shout for the advantage should also be clear with the right meaning and not to be mixed with other words used to manage the game. In many cases the referees use the shout “Play”, which also the teams know. The problem is that the referees also use phrases like “Play on” while leading the players when fighting for the ball. There’s always the possibility to confuse the teams and the players.

The word to be used in conjunction with the advantage is: **Play**. The referees need to be educated so that no other play related words to be used when communicating verbally to the teams and to the players.

## Headsets

The use of headset referee communication system has become increasingly widespread in floorball. IFF has made predominantly positive experiences with referees using suitable headsets for referees in its events.

The main advantages are overall better game management and the significant reduction of time spent for referees to coordinate among themselves in standard situations such as after scored goals or awarded penalties.

## Type of headset

IFF does not recommend a specific headset manufacturer or model of headsets, however recommends the following features to be considered for member federations and referees acquiring headsets:

- Full-duplex intercom capability

- High quality of noise canceling microphone filters (avoid that surrounding noise from spectators, speakers or the whistle gets transmitted)
- Comfort of wearing, no slipping and shifting when running
- Sufficient Battery life
- Ability to connect further listening devices to the two base headsets (e.g. for observers)
- Encryption security
- No base station required
- Compatibility with local radio/GSM frequency standards

In IFF events, the use of headsets in general as well as specifications on authorized models, are solely determined by the IFF Referee Committee.

### **The communication concept:**

Referee pairs using headsets shall establish a communication concept on how to use them in matches. The following guidelines shall be considered:

- The headset shall significantly reduce the necessity for the referees to meet and discuss during interruptions. This should allow for efficient communication with the match secretariat (identification and communication of goal scorers, assistants, penalties). The game shall restart as quickly as possible
- The headset shall allow the referee to be closer to the situation where the ball is to whistle, not necessarily the one who has identified the original offence (e.g. when advantages are taken back on turnover or when the offending team a delayed penalty)
- The referees shall use the headset to improve and align during certain situations the concept of the division of responsibilities in order to avoid both referees to focus on the same situation or situations become unnoticed.
- The referees shall use the headset to get the partner's feeling for the game, their line, individual players, discuss the line and prepare each other when things are "heating up".

IFF has in general made positive experience for observers listening to the referee communication during a match as it makes them feel being closer to the referees, especially when a coaching approach (e.g. feedback in intermissions) is used. Bear in mind that an observer must only have the technical possibility to listen to the referees, but never to speak to them during play!

Headsets are also an excellent education tools (e.g. when experienced referees are whistling games with newcomers) and to ensure a certain consistency between to referees who normally are not used to whistle with each other.

Potential risks and unintended consequences of the use of headsets:

The use of headsets also has some risks and consequences to be considered and reflected by referees:

- Especially when new to the use of headsets, they might negatively affect the communication with team staff and players. Referees tend to become less proactive, have challenges to find the right level and tone of voice and tone of the whistle, as one ear is constantly blocked.
- Headsets might lead to the unintended consequence that both referees are focusing on the ball and start to discuss the same situations

- Headset communication overkill between a pair might lead to distraction
- Headsets do not replace a clear concept for referee pairs related to movement and positioning and the division of responsibilities. A referee pair must be able to properly manage a game without headsets – only then, the headset will bring the full benefits.

## **The penalty level in conjunction with free hits and advantage**

It's a fact that the penalty level will never be the same within the referee group but there should be a mutual aim to one-day reach that. It's always up to the referees to define the level, but this is a topic, which should and shall be discussed in the educations and during the feedback discussions between the observers and the referees. The level shall not be too loose nor too strict, so that it would be devastating from the games' point of view.

Usually the advantage is a good tool in the center field area and should be used always when possible according to the rules of the game and the real advantage for the offended team occurs.

Regarding the penalties, it's naturally always up to the referees to define the level and how to interpret the rules. All the stakeholders involved, including the referees want to keep the game as flowing as possible, but never on any costs, so to say. Clear offences must be handled and if penalties are needed, then penalties shall be given.

## **“Big” penalties**

Which in this case mean penalties from five minutes up to the Match Penalty 3 should also be a discussion topic in the education. During the last seven years there have been less than 10 match penalties of any level given in IFF events. Naturally no one can say if there actually were need for more, but just calculating the amount of the games the number is really low. Of course the games between the national teams in major events are mainly “cleaner” than ordinary national club games, but still the discussion needs to take place.

Actions towards the other players after the whistles are considered to be unsportsmanlike behavior.

According to the rules of the game there is a clear definition for each and every “big penalty”, but it seems that the definitions are vague for some referees and the “big penalties” have not been correctly used. The reason for that is hard to say, but maybe some just want to avoid “problems and paperwork” after the game. That should never be the motive for not to give a bigger penalty. If needed, then given, simple as that.

One of the key purposes of the Rules is to protect the players' health. The big penalties should be used to penalize the hard and dangerous offences(tackles) which can lead to injuries. Mostly we talk about the tackles by knee and about the hits to head – by stick as well as by elbow or shoulder. Also the physical tackles in which the player is not able nor willing to play the ball, should be penalized strictly, especially when the tackle occurs near to the board. In this case the skill level of the teams is not important and the decisions should not be impacted by that.

In general, the penalties based on behavior. The behavior can also be gestures like tapping on the head or other degrading gestures. It is not only limited to verbal misbehavior.

Game situation is mentioned in the rules of the game and the definition is quite difficult to make. In general the referees decide, since the game situation can also be on after the whistle if it relates to the incidents before the whistle or the situation after the whistle, which is a natural continuum of the situation before the whistle. Separate incidents after the whistle can't be considered a game situation. Game situation is not limited to players actively playing the ball or trying to reach it but may involve also other players who participate the game inside the field of play.

## **Penalty shot**

Awarding the penalty shot during the game can be sometimes very difficult to understand and it's not clear even for the more experienced referees. The key word for the penalty shot in Floorball is the "goal situation", which is often also mentioned as "goal scoring situation". This definition expands the possibilities to call for a penalty shot in Floorball.

In Floorball it doesn't require any other definitions to be fulfilled except the goal situation. That means in other words that there can be defending players closer to the goal than the player who is in goal situation assuming that the player has a clear possibility to shoot and to score a goal.

Sometimes the player might even be "free" but the angle to shoot towards the goal is way too small and the assumption in that case can/might be that there actually were no goal situation.

It's impossible to define all the different kind of situations and events in the field of play, which eventually will lead to a penalty shot in Floorball, but to start the discussion and to have it as an educational topic will be the first steps closer to a broader understanding of penalty shot in a playing situation in Floorball.

## **Level of the play**

### **Stick level**

The player should always try to play the ball. If the player fails in his/her attempt to reach or play the ball, penalty is not the only option.

Key questions in the action:

Did the player have a chance to reach the ball? Where did it hit the opponents stick? Was the player positioned in front, beside or behind the opponent? Was the player running or standing still when he/she was trying to reach the ball?

Key factors for destructive play:

What was the consequence? What was the purpose? Where in the field of play did it take place?  
What kind of a situation could the attacking team have created if the incorrect hit was not committed?

## **Physical level**

What is physical game? It is allowed to lean shoulder to shoulder in the fight for the possession of the ball. Tackling is not allowed.

What is shoulder to shoulder? When two players go into a situation the same way, shoulder against shoulder.

What is battle for the ball? If two players go into a duel for the ball, with both hands on the stick, focusing on the ball, the stronger or faster player will emerge victorious from the duel.

## **Obstruction**

Floorball is speedy game and taking speed away from faster and more skilful players by obstructing in any means is not acceptable. Special attention should be paid to using hands and arms (both with and without the stick) to obstruct advancing opponent and/or gaining tactical benefit.

This obstruction may also happen while trying to play the ball otherwise without offence. This can occur when player reaches with a stick towards advancing opponent with the ball and while doing this without and offence at the same time uses arm to obstruct advancing opponent – often by purpose. Referees should understand and separate the aim to play the ball from intention to slow and obstruct an opponent.

Obstructing with body is often clearer in the game and is not allowed either when purpose of it is solely to obstruct. When near the board it is also more dangerous and by the definition of the rules considered as a harder offence.

Obstructing with a knee is strictly forbidden in floorball and referees should act strictly against such offences.

Struggles near and against the board may also cause obstructing situations where player blocks opponent with body from another side and arm/stick from another side. Technically there are no pushing or any incorrect hits while stick is aimed towards ball but blocking an opponent against the board is obstruction and shall not be allowed.

To be able to see and recognize these events properly referees should not only focus to sticks and zoom to ball situation but also see the whole picture of the players in the situation. Aim is to create always good general understanding of a situation – “who is trying what, who is doing what?”.

## **Destruction of game**

In floorball some of the situations include offences that have great influence on attack or forming of an attack. Typically these situations are against advancing player in a control of the ball about to create attack situation with goal scoring chance. Opposing team is sometimes in these situations making an offence – intentionally or unintentionally – and impacting greatly against team controlling the ball / having advancing momentum in the play.

Such offences should be sanctioned harder than otherwise similar offences in more static situation – usually such destruction of an attack should lead to penalty. Note that this is not automatic but reminder to referees to notice these with special care and think what the correct ways of deciding them are and how to lead the game towards aim of preventing them from happening at all.

To understand the tactical aspect of destroying attacks and offences having major impact on advancing situations referees should not only focus to detailed offence / no offence but also to bigger picture how whole play is forming, what is the progress of the situation and what kind of tactics teams are using. Players late and/or without chance to play the ball and making an offence in forming / advancing attack are by the rules also considered making greater offence.

## **Rules interpretations, educational guidelines**

The Rules of the game Edition 2018 became valid from the 1<sup>st</sup> of July 2018 on and here are some interpretations, which will not be in the rule book, but will be educated to the referees worldwide.

### **507.16**

The procedure for the properly conducted face off is that before the players get to the face off, the referee reminds them to carry it out according to the rules. If any of the players is not carrying out the face off properly the referee gives a free hit to the other team. This includes not only the players in the actual face off situation with the ball, but also all the other players and this includes the wrong distance of any player as well and moving over center line during face off after goal or start of the period. These instructions apply to all face offs during the game, the game starting face off is also included.

In this case the referee doesn't blow the whistle, just simply shows the free hit direction for the other team and tells them that the free hit can be carried out after the whistle(permission) from the referee.

If there's an offence committed in conjunction of the face-off, the face-off dot is the place where the game is continued.

### **507.21**

The procedure for the referees is mainly the same as it is in the delayed penalty and the activity approach in that specific rule.

If the other team is playing, passing or keeping the ball behind their own goal or extended goal line, without having any pressure from the other team, the referee first tells the team that they need to play the ball away from behind the goal and can also mention that otherwise there might/will be a free hit for the other team (this is not a must).

The educational instruction is to remind the referee not to be too hasty on this and also to give some time for the team to play according to their tactics.

#### **507.22**

If a free hit is given, then the player must have clearly and actively played the ball with the head. There's a difference if the ball is played to the head and the player is not actively playing with the head. One also has to remember that not all movement is active. Human beings have the tendency to protect their heads and they try to move their heads in order to prevent the ball to hit the head.

#### **508.4**

In a penalty shot the player is allowed to play the ball unlimited times and the most important thing is that either the player or the ball are on the continuous move towards the goal. If both the player and the ball are fully stopped simultaneously or are moving to opposite direction of the goal, the penalty shot will be disallowed.

If the ball crosses the imaginary extension of the goal line the penalty shot is over.

Sideways movement, which is at the same time movement away from the center line, can't be considered stopping or going backwards.

#### **508.5**

No two minutes penalties given in conjunction with the offence leading to a penalty shot, but offences during the penalty shot and during the delayed penalty shot shall be penalized according to the rules of the game, for example if the goalkeeper moves the goal cage intentionally during the penalty shot.

#### **605.14**

Playing laid down is called when a player exceeds the number of permitted touchpoints on the floor as per Art. 605.14, performs an active movement towards the ball and touches it. Stopping of the ball without an active movement is only called if the player has brought himself deliberately or carelessly in a position where he exceeds the number of touchpoints.

Affecting the situation without necessarily touching the ball implies that a player, exceeding the number of permitted touchpoints, performs an active movement to attempt to reach the ball or thereby enlarges the capture area of his body to directly restrict an opponent's shooting, passing or movement opportunity.

The stick-holding hand does not count as touchpoint. Referees also have to consider that players may slip (e.g. due to moisture). If playing laid down is called, an intention or potential advantage for the player shall be visible

#### **607.1**

A five minutes bench penalty is not mandatory if a player with the stick hits the opponents head.

A 5 minutes penalty shall be awarded to a player if the movement of the stick can be considered violent or dangerous (uncontrolled lifting of the stick to the head level).

If the player needs to lift the stick in order to pass the other player and the stick lightly touches the opponents head, two minutes penalty or a free hit can be used.

When making the decision between 2 and 5 minute penalty, it is important to weigh in factors, such as if the offending player acted careless and should have realized the risk of hitting the opponent in the head, or if the player just made a normal shooting attempt that is a natural part of the game.

If the player is bending over and the head is lower than the normal head level or is by his/her own position causing a situation where the stick hits the head, the referees should act according to the rules of the high sticking and base their decisions on the knee level and in a penalty situation the waist level.

## **After the Game**

When the game is over the referees will follow the after game ceremony instructions given by the Local Organizing Committee (LOC). The referees will also supervise the teams and the players after the game, so that nothing unexpected won't happen.

After the ceremonies are over the referees will shake hands with at least the team captains and coaches and supervise that the players will leave the court in good order. Usually in the international tournaments the players will go directly through the mixed zone (media area) and then to the team locker rooms.

After checking and signing the match record the referees will go to their own locker room and will get ready for the feedback discussion with the observer.

## **Issues to be added to the Playbook version 4**

- Creating a video library