

Bloomington Athletic Association

FLOOR HOCKEY

2018 SEASON

INFORMATION BOOKLET

Revised 12/6/17

GIRLS' FLOOR HOCKEY DIRECTORS

Directors:

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Boys Level Director: Mark Pearson 612-817-6100 mark.pearson99@yahoo.com

League Scorekeeper: Kristin Johnson kj.band aids@gmail.com

PARENTS AND PLAYERS

- BAA's use of the school gyms is a privilege. B.A.A. receives permission from the Bloomington Public Schools to use the gyms; the hallways are to be used only to travel to and from the gyms. If we don't adhere to the following rules, we will lose our privilege to use the gyms.
- NO pop or food in the school, including the gym or stage area. Players may have water bottles.
- NO running in the hallways.
- No ball-playing or floor hockey in the hallways.
- NO CHILDREN IN THE HALLWAYS WITHOUT ADULTS ACCOMPANYING THEM.
- Children should not play on the stages in the gyms.
- BAA participants and spectators of the BAA event are the only people to be in the gym.
- Put chairs away if you take them out.
- Custodians can forfeit the game if these rules are not followed.
- PROTECT OUR PRIVILEGE!!!

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Bloomington Athletic Association CODE OF CONDUCT

By registering with the Bloomington Athletic Association, each coach, player, and participant agrees to abide by the following Code of Conduct.

1. As a representative of B.A.A. every coach, parent and participant must at all times set examples of good sportsmanship.
2. Coaches, players, and parents will not “berate, make derisive remarks or verbally or physically abuse any official, referee or umpire at any time.”
3. Unsportsmanlike or violent conduct will not be tolerated in B.A.A. Any fighting or unsuitable behavior will be dealt with sternly by the Sports Director, Sport Committee or the Vice President of Sports Operations.
4. Coaches are responsible for their behavior and that of the assistant coaches, players, parents, and spectators. Upon request of the officials the coaches have the authority to remove any spectator who is disrupting the game.
5. Offensive language, derogatory remarks, or profanity used by coaches, players, parents, or spectators is unacceptable.
6. It is the intent of the Bloomington Athletic Association to provide a safe and enjoyable environment to all of its members. It is a privilege to participate in the B.A.A. program. Coaches, Sports Directors, and the Executive Board will deal with any member who is physically or verbally abusing another member or their property. Coaches, players, and parents agree to read the rulebook and to know all rules pertinent to the sport they are participating in.

RULES

Floor Hockey is a noncontact sport played with plastic sticks in school gyms.

A. GENERAL

1. Neither team shall allow food or drinks (except water) into the school. Do not allow treats to be dispensed after the game, except as players are leaving the school.
2. Ten minutes prior to the start of the game, coaches must provide the scorekeeper with a line-up, preferably in order of jersey number. The home team provides the scorekeeper and the visiting team provides the timekeeper. Each team should provide a referee. Otherwise, the home team provides the referee.
3. Players and coaches must remain near the bench area during the game. Coaches may go on the floor in case of injury.
4. Spectators must stay on the stage during the game, and siblings of players should stay with parents. Nobody should play with school equipment on the stage. There must be a hall monitor designated before a game starts—the home team is responsible to provide a hall monitor for the first half and the visiting team for the second half. The monitors may stay on the stage and watch the game, but should prevent unaccompanied children from leaving.
5. We allow 65 minutes for completing a game. Starting times for games are shown on schedules. When the next game is scheduled to start, the team playing must give up the gym. This rule holds true no matter what the reason for the delay (*e.g.* power outages, injuries).

B. PLAYERS AND EQUIPMENT

1. A team is comprised of maximum of 12 players (10 for Midgets and Bantams). There must be 5 players present to start a game. A 10-minute grace period will be allowed before a forfeit is declared. The 10 minutes should be deducted from the game clock, unless the game is the last one of the day. A team must have 5 players to start, but may play with fewer in the case of an injury.
2. Players must use BAA-issued shirts and equipment. Athletic or soft soled shoes must be worn by players, coaches and referees. Players may use their own **safety equipment** such as mouth guards, goggles, shin pads, or soccer goalie gloves. Ice hockey goalie gloves or baseball gloves are NOT acceptable.
3. Goalies must wear eye protection. Racquetball goggles, plastic safety glasses or other eye protection will be provided by BAA, but players may use personal equipment provided eye protection is assured. Players may wear regular eye glasses
4. Goalie sticks are provided, but the goalie may use a regular stick.
5. Goalies may use gloves if they wish.
6. Sticks should not be bent or curved. If the stick is curved over 1”, the referee should stop play and straighten the stick. If the player curves the stick again a minor penalty will be called. If the player scores a goal and then it is noted that her stick is curved more than 1”, the goal is allowed and the player will be given a warning. If the player has been warned for a illegally curved stick and then scores with an illegally curved stick, the goal will be disallowed and the opposing team will be awarded a free pass.

C. GAME TIME

1. A game consists of 12, 3-minute shifts divided into 2, 6-shift halves. There is a 2-minute rest between halves.
2. Running time is used with the clock stopping only for shift changes, major penalties, goals, injuries, or at the direction of the referee. The clock should not stop for minor penalties or face-offs.
3. Each team will be granted one time out per game. The time out may only be taken during a natural stoppage of the clock (*e.g.* goal, injury, major penalty) and will last for one minute.
4. We allow 65 minutes for completing a game. Starting times for games are shown on schedules. When the next game is scheduled to start, the team playing must give up the gym. This rule holds true no matter what the reason for the delay (*e.g.* power outages, injuries).
5. Regular season: Games last the shorter of 12 shifts or 65 minutes from the scheduled start. If a shift prior to the 12th ends past one hour after the scheduled start, the referee should notify both coaches that the next shift will be the last. Overtime is not played during the regular season. Playoffs: Games must include 12 shifts (the time limit does not apply during playoffs). If the game is tied at the end of 12 shifts, overtime is played. Overtime in the playoffs will be three minute shifts of sudden death until **a team scores. Playing time rules apply for over-time games (see rules J.1 and J.2) — in the playoffs, each team will revert back to the start of their rotation (Shift 1) and play from there.**
6. Coaches are to stay off the playing floor between shifts. A coach is allowed to stand on the floor by the stage to between shifts. If a coach is on the playing area between shifts, they will be warned for the first offense. On the second offense, the opposing team will be awarded a free shot/pass. Cub level coaches will be allowed on the floor between shifts during the first half of the season.

D. LEAGUE STANDINGS AND PLAYOFFS

1. League standings will be determined on a point basis with 2 points for a win, 1 point for a tie, and 0 points for a loss.
2. If there is a tie in the standings, it will be resolved applying the following rules in the order listed:
 - a. If there are two divisions (we have two divisions if there are 8 or 12 teams in an age level), points in the division;
 - b. Wins.
 - c. Points accumulated in games against each other. If three or more teams are affected and they have not played an equal number of games against each other, use only the games which make up complete cycles of round robin play, beginning with the end of the season.
 - d. Goals scored against each other (a forfeit is scored as 10 to 0).
 - e. Goals allowed.
 - f. Goals scored.
 - g. If there is still a tie, there will be a sudden death shift preceding the regular playoff game.
3. Referees will be provided for playoff games.

E. GOALS

1. A goal is scored when the puck crosses the goal line completely.
2. For a goal to count at the end of a period, it must cross the goal line before the time expires. Being shot before time expires is not sufficient.

F. PLAYING RULES

1. Players may use their feet to play the puck, but not to score a goal by intentionally kicking or directing the puck with their feet into the net. Goals resulting from intentional deflections off feet or a player's body are not legal goals. If this occurs, have a face-off to the left or right of the goal.
2. Goalies must play from a stand-up position. They may drop to the floor to block shots but must return to their feet after the action has moved away from the goal area. The penalty for dropping down too soon or staying down too long will be a free pass in by the other team. Repeated offenses will result in unsportsmanlike conduct penalties. The coach will select a player to serve the penalty. Goalies may pick up the puck outside the crease, but the goalie needs to be standing in the crease. If the goalie picks up the puck while out of the crease, this is a delay of game minor penalty.

3. Position changes: Coaches may move forwards or defensive players from one side to the other during shifts, but changes from forward to defense, or in and out of goal, can only be made between shifts. Substitutions during shifts can only be made in case of injury.
4. Teams: 5 players are on the floor at a time: 1 forward, 1 defense, 2 centers & 1 goalie. Forward and defense (including goalie) cannot cross the centerline. Centers can go anywhere.

G. PENALTIES

All penalties will be called at the time of infraction without warnings given. There are two types of penalties, MAJOR and MINOR, as described below:

1. MAJOR PENALTY: A major penalty results in the player sitting out and will be assessed for the following infractions:
 - a. HIGH STICKING: The stick is considered too high when the blade of the stick is above the waist during shooting, or passing or playing the puck **in traffic**. If the high stick infraction occurs not in close proximity to any other player then, at the referee's discretion, this may be a minor penalty. A second High Stick penalty on a player is an automatic Major Penalty.
 - b. PUSHING: It is considered pushing if a player pushes another player with hand, arm, or body to gain an advantage. Remember that **floor hockey is a noncontact sport** and pushing will be called. *Note that there is no longer a minor penalty option for pushing.*
 - c. TRIPPING: Either with a stick or foot, on purpose or by accident, tripping is dangerous and cause for a major penalty.
 - d. SLASHING or HOOKING. Slashing is one player hitting another with their stick, and hooking is a player using her stick to impede another player's progress.
 - e. UNSPORTSMANLIKE CONDUCT. This can be called on players or coaches, and will certainly be called if a referee hears profanity or verbal abuse of a player or the referee. On penalties called on coaches or players on the bench, the coach may select the player to serve the penalty.
 - f. CONTACT OF GOALIE by offensive player. Any contact of a goalie by an offensive player or the player's stick while the goalie is in the crease is a major penalty.
 - g. DELIBERATE DELAY OF GAME. By coach or player, this includes intentionally stepping on the puck.
 - h. DELIBERATE STEPPING ON OPPONENT'S STICK.
 - i. DANGEROUS PLAY. This is any play that the referee judges puts another player in danger. This includes, but is not limited to reckless swinging of a stick or lifting another player's stick into a high sticking position (above her waist).
2. Serving **MAJOR PENALTIES**: The penalized player must leave the floor for 1½ minutes. If the penalty extends beyond a shift change, the player that replaces the penalized player must serve the remainder of the penalty time. A penalized player may not return to the floor and have another player finish her penalty. When the time expires, the player serving the time immediately returns to the open position. There is no switching of positions during penalties (ie not switching a F back to play D if the D is called for a major penalty). If a team loses a D on a penalty, they just play without that person and position. You just lose who you lose. If a penalty extends past the end of a shift into the next shift then the player sits out the remainder of the penalty and can't return to their new position until then. If, in the same case, the penalized player does not play in the next shift, then the position is penalized for the remainder of the penalty into the next shift. (Player first / Position second). **The penalized player will be allowed back on the floor early if the opposing team scores before the penalty time expires.**

A team cannot be short more than 2 players at a time. The start of additional penalties will be delayed until the first penalty expires. The third penalized player must go to the penalty box when she is penalized, but can be replaced by a player from the bench. The time of the penalty for the third player does not start until the first player's penalty expires. The penalized team must continue to play 2 short until the second player's penalty expires and will be short one player until the third player's penalty expires. If a goal is scored against the penalized team, the player with the shortest remaining penalty time may return. If 2 players have equal time remaining, one may return. When both teams have penalized players and a goal is scored, both players serve out their penalties before returning.
3. **MINOR PENALTIES**: A minor penalty results in a free shot/pass-in from the center circle and will be assessed for:
 - a. Off-sides: A player other than the center steps across the center line with any part of her foot.
 - b. The goalie throwing the puck forward instead of to the side or behind the net.
 - c. Goalie not playing from a stand-up position.

- d. Illegal hand pass: If a player other than the goalie catches or hits a puck with her hand, either the opposing team or she must be the next player to play the puck. If one of her teammates is the next to touch the puck, it is a minor penalty.
 - e. Player other than the goalie leaving her feet and sliding at the puck.
 - f. In the crease: Offensive players with their feet or stick in the crease regardless of the position of the puck—this includes a player that runs through the crease or carries her stick through the crease at any time. Any goals scored during this infraction will be disallowed. Only the goalie and the defensive players can play the puck in the crease.
 - g. Too many players on the floor. Any goals scored before this is discovered by the referees will be disallowed.
 - h. Goalie picking up the puck while standing outside the crease. She can pick up the puck outside the crease as long as she is still inside the crease.
 - i. Interference: Players may not use their stick or foot to pick up another player's stick unless they are playing the puck. This is a minor penalty unless the lifting of the stick is so severe as to cause the opponent's stick into a high stick position, in which case it is a major penalty (see Dangerous Play).
4. MINOR penalties result in a free shot/pass by the offended team from inside the center circle behind the center line. The shot/pass must be played forward and to the outside of the center circle (approximately 5 feet) before another player can touch the puck. If a free shot/pass is initiated from outside of the center circle or in front of the mid line, the referee shall stop play and begin play again with a face-off.

The free shot/pass may be taken as quickly as desired and the player does not have to wait for a whistle. If the team taking the free pass does not take the initiative, the referee should place the puck in the center circle and restart play with the whistle. If the time for the three-minute shift runs out before the free shot/pass is taken, the next shift begins with the free shot/pass. (It is recommended to use a defensive player to take the free shot/pass.)

H. FACE –OFFS

Face-offs shall be performed in a manner similar to ice hockey. All face-offs will be done by a Center Position Player. Centers will face each other and their sticks shall be in the face-off circle with both stick blades pointing to the center of the puck. The puck is placed on the ground and the whistle starts play. On face-offs, no other players may be inside the face-off circle. On face-offs in an end, all players must be onside. That is, defensive players must be on the goal side of the puck and offensive players must be farther from the goal than the puck. They will occur:

1. At the start of each half at center court. Players (and their sticks) other than the 2 facing off must stay outside of the circle and on the side of the center line that they are playing on.
2. At the start of each shift at the face-off spot closest to the position of the puck at the end of the previous line change. If not marked, this spot should be even with the basketball free throw line, half way between the lane and the wall.
3. After a goal, face-offs are at center court.
4. When the goalie freezes the puck. Holding the puck or trapping it against the floor with the hand will be considered freezing the puck. If the goalie picks up the puck and throws it to the side or behind the goal, that is not freezing the puck. If the puck has been frozen, the face-off occurs at the closest face-off spot to the left or right of the goal.
5. When the referee determines that the puck is unplayable, he or she will blow the whistle and declare a face-off. If the puck is on the court or goes under a door of the gym, the face-off occurs at the face-off spot closest to the position of the puck. If the puck is shot onto the stage, the face-off occurs at the face-off spot closest to where the puck was shot from.
6. Use a face-off to start play after a major penalty is committed. If the penalty is on the defense, the face-off is held at the nearest face-off spot. If the penalty is on the offense, face off at center court.

I. PROTESTS

1. Judgment calls by the referee cannot be protested, only misapplication of the rules. Potential protests should be discussed at the next line change with referees and the opposing coach
2. If it is determined that a protest is in order, the protest must be noted on the score sheet and a brief remark made as to the reason for the protest.
3. The protesting coach must notify the division director or the city director within 48 hours. The score sheet plus a written report must be submitted.
4. Protests will be ruled on by the overall director or the floor hockey committee as appropriate. If a protest is upheld, the game will be replayed in its entirety or other action as determined by the floor hockey committee. It may be decided not to play the protested game until it is determined if the game will affect the final standings of either team or playoff or trophy positions.

J. PLAYING TIME FOR PLAYERS

1. Players are to have equal playing time. Guidelines for playing are as follows:
 - a. At the end of the game, the difference between shifts played by members of a team should be one or fewer;
 - b. At the end of the game, the difference between offensive and defensive positions played should be no more than three. It is permissible to play consecutive shifts at either an Offensive or Defensive position. (Center is an offensive position and Goalie is a defensive position).
2. The maximum number of shifts a player may play Center in a regulation game is five. In an overtime game (playoffs only), **each team will revert back to the start of their rotation (Shift 1) and play from there.**
3. If a player subs in for an injured player during a shift, this counts as a shift played for the injured player, not the substitute.
4. Improper playing time will negate any goals scored by the offending team during the shift(s).

The above rules are basically guidelines for playing. Coaches will make honest mistakes. Notify one of the Directors if you feel that a coach is not following the guidelines. The issue will be addressed. Our ultimate goal is to have a fun-filled competitive game.

GUIDELINES FOR SCOREKEEPING

1. Home team provides the scorekeeper.
2. Get rosters (name & number) from coaches prior to the start of the game.
3. Record playing time and positions each shift as indicated:
 - a. G for goalie;
 - b. D for defense (on the goalie's side of the floor);
 - c. F for forward (on the other end of the floor);
 - d. C for center (lined up in the center of the floor, should have black-handled stick).
4. If any players arrive late, draw a horizontal line through any shifts they missed and record "L" by their number on the scorecard.
5. Tally goals, verifying the number of the scorer with the referee.
6. Check the "H.S. Penalty" box when a player commits her first high sticking penalty, again verifying the player with the referee.
7. At half time, summarize positions played with respect to offense, defense and total shifts. Notify coaches and referees of big discrepancies in playing time between players on a team.
8. Rules regarding playing time:

GUIDELINES FOR TIMEKEEPING

1. Visiting team provides the timekeeper.
2. Halves consist of six three-minute running time shifts. Stop the clock only for goals, injuries, major penalties, and at the direction of the referee. The clock does not stop for minor penalties or face-offs.
3. There should be a brief break between shifts.
4. There should be two minutes between halves (use the clock to time this).
5. For major penalties, the girl committing the penalty sits out for 1½ minutes of playing time. Please notify the player serving the penalty when it expires.

FLOOR HOCKEY VOLUNTEER POSITION DESCRIPTIONS

DUTIES OF LEAGUE SCOREKEEPER

Both coaches will send results of games to the League Scorekeeper and Division Director. The Leagues Scorekeeper will send the league standings to Karen Aber and she will post the results at www.baaonline.org. The winning coach should place the game scorecard in the equipment box for the Director to pick up.

DUTIES OF DIVISION DIRECTOR (Mites, Cubs, Midget and Bantams)

General

Assist the City Director in managing the leagues. As a division director you will be responsible for making sure that the league runs smoothly, coaches are following playing rules, hall monitors are assigned at games, etc.

The division director is the key contact person for coaches, parents, and referees in your division. You should plan on attending one BAA Board Meeting per year.

A division director may also be a coach or referee, act as the chairperson for the championship games, assign referees for championship games.

Responsibilities during the year

November

- Participate in at least one sign-up prior to team selection.
- Participate in team selection-usually performed after the last sign-up.
- Review team rosters to confirm that there are sufficient volunteers for coaching and referees. Note: You may need to recruit coaches.
- Work with City Director to determine what the best times are for practices and games. Continued on page 16.

December

- Attend the coaching and referee clinic where you meet coaches and distribute jerseys, team rosters, etc.

January

- Assist coaches with practices.
- Make sure that players have correct size jerseys. If additional jerseys are needed contact the City Director after the first practice.
- Distribute any information that the City Director passes on to you.

February

- Work with coaches to make sure the league is running smoothly.
- Select and contact referees for the playoffs.
- Confirm with the coaches where they stand in respect to the playoffs.

March

- Act as the BAA representative for the league playoffs.
- Make sure there are referees for games.
- Distribute trophies after the games.
- Attend Wrap-up meeting

April-August

- Minimal involvement

SCHOOL LOCATIONS

Oak Grove Elementary	Valley View Elementary	Westwood Elementary
1301 W. 104th St.	351 E. 88th St	3701 W. 108th St.

SCHOOL CLOSINGS

Bloomington Schools rarely close and even if school is canceled due to weather the building may be open.

In the event of bad weather, please check our website: www.baaonline.org/weather.htm