



# 2023 SPECIAL OLYMPICS ONTARIO SCHOOL CHAMPIONSHIPS

HOSTED BY



## Floor Hockey Technical Package Unified & Traditional Teams

Kingston, Ontario

June 6-8, 2023



# School Championships Floor Hockey

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## Venue

The floor hockey competition will take place at:

- Cataraqui Arena, 1030 Sunnyside Road, Kingston ON
- <https://goo.gl/maps/9aLv3jtJkVXNtQmP7>

The following support facilities are available:

- 2 concrete floor hockey pads
- Each pad divided into 2 'rinks' – teams play width wise from blue line to goal line
- Washrooms available on site
- Medical & results desk
- Spectator seating area

Venue maps will be distributed closer to the Games.

## Seating

Portable benches will be available on site for spectator seating, however based on the arrangement of courts, not all areas will provide a great visual of the Games. We encourage spectators to bring their own portable seating when possible.

## Parking

There is sufficient paid parking on site to handle all spectators, media, volunteers, etc.

## Distance from Athletes Village

Approximately 15 minutes away from residence. Busses will be provided to and from competition each day.

## 2. Competition Format

### 2a. Schedule

June 6 – Divisioning Games

June 7 – Round Robin play in morning, playoffs in afternoon

## 2b. Game Points and Team Ranking

Round Robin Format within your division (AM of Day 2)

- Scoring: 3 points for a win, 2 points for a tie and 1 point for a loss
- NO overtime in round robin (ties will stand).
- Tie breakers in round robin to be determined in succession:
  - Highest game points
  - Lowest points against average
  - Highest points for average
  - Draw from a hat

\*in the event of a three way tie, once a team has been eliminated from the tie, the tie breaking process for the remaining two teams will start at the beginning.

Playoffs (PM of day 2)

- Ties will be broken by playing one extra frame. The team that scores in this frame will be the winner. In the case that no team scores, an additional frame will be played

Medals will be awarded for first, second, and third place, and ribbons for all remaining places

## 2c. Uniforms

All teams must supply their own uniforms. T-shirts or sport uniforms are permitted as long as all uniforms are identical for all players. Numbers on uniforms are not required.

## 2d. Equipment

1. All teams must supply their own uniforms and protective equipment (explained further later). 'Hockey' jerseys are preferred; however t-shirts are permitted as long as all uniforms are identical for all players. Numbers on uniforms preferred if at all possible.
2. All players must wear non-marking indoor gym shoes (those without, will not be permitted to participate)
3. All pucks (felt discs) will be provided by SOO.
4. The goal nets used will be the same dimensions of regulation size hockey or ball hockey nets.





## Players:

- a. Sticks must be from the supplier Slik Stik and obtained through previous SOO competition, or directly from supplier.
- b. Safety equipment: all players must wear the following items while on the playing surface, to be provided by the individual school or athlete.
  - i. Canadian Safety Association (C.S.A.) approved hockey helmet, to which a C.S.A. approved full facial protector must be securely attached and not altered in any way. Any alteration to a C.S.A. approved helmet or full facial protector automatically destroys the certification. (A Canadian Safety Association approved cage shall be considered as appropriate facial protector). Enforced nationally.
  - ii. Gloves
  - iii. Shin pads
  - iv. Athletic support (jock/jill)
  - v. Elbow pads (strongly encouraged)
  - vi. Mouth guard

## Goalies

- a. All equipment worn by the goalkeeper must be constructed solely for the purpose of protection of the head or body, and must not include any garment of contrivance which would give the goalkeeper undue assistance in keeping goal.
- b. Goalkeepers shall not wear pads (ice hockey, or some reasonable facsimile, i.e. cricket pads) that exceed 12" in width when strapped to the leg. All goalkeepers' gloves worn shall be regulation ice hockey or some reasonable facsimile (i.e. baseball glove).
- c. The goalkeeper's stick shall be a regulation ice hockey goalkeeper's stick
- d. SOO will have 4 sets of goalie equipment on site. It is preferable that you use your own goalie equipment.

## 2e. Game Forfeit

Should a team forfeit a game, the following point allocation will be used:

Game not started: a score of 12-0 will be recorded

Game started: opponent's score will be recorded as 12, forfeit team score will be current score when forfeit occurred.



### 3. Schedule Formats

The following are potential formats based on the number of teams per division. Teams are expected to play all scheduled games despite their relevance on the outcome of the tournament. Failure to play all games will result in the team defaulting a game and will result in the team being removed from the medal standings. Divisions can have a minimum 2 teams, and maximum 6 teams.

#### 3a. 2 team division

Round robin – teams will face each other 3 times

Playoffs – teams will face off in a gold medal game. The team with the highest ranking after the round robin will have the option of which side to shoot towards.

#### 3b. 3 team division

Single round robin – each team plays each other once

Playoffs – teams will be ranked 1 through 3 depending on round robin results

- 2<sup>nd</sup> vs 3<sup>rd</sup> in semi final
- Winner of semi final plays 1<sup>st</sup> for gold medal
- Loser of semi final wins bronze

#### 3c. 4 team division

Single round robin – each team plays each other once

Playoffs – teams will be ranked 1 through 4 depending on round robin results

- 1<sup>st</sup> vs 4<sup>th</sup> in semi final #1
- 2<sup>nd</sup> vs 3<sup>rd</sup> in semi final #2
- Losers of semi finals play for bronze medal
- Winners of semi finals play for gold medal

#### 3d. 5 team division

Single round robin – each team plays each other once

Playoffs – teams will be ranked 1 through 5 depending on round robin results

- 1<sup>st</sup> place gets a bye to the gold medal game
- 2<sup>nd</sup> vs 3<sup>rd</sup> in semi final #1 – winner to gold game, loser to bronze game
- 4<sup>th</sup> vs 5<sup>th</sup> in semi final #2 – winner to bronze game, loser receives 5<sup>th</sup> place
- Loser of semi final #1 vs winner of semi final #2 in bronze game
- Winner of semi final #1 and 1<sup>st</sup> from round robin in gold game

#### 3e. 6 team division

Single round robin – each team plays each other once



Playoffs – teams will be ranked 1 through 6 depending on round robin results

- 1<sup>st</sup> vs 4<sup>th</sup> in semi final #1
- 2<sup>nd</sup> vs 3<sup>rd</sup> in semi final #2
- 5<sup>th</sup> vs 6<sup>th</sup> for ribbon placement
- Losers of semi finals play for bronze medal
- Winners of semi finals play for gold medal

## Other Competition Information:

### Emergency Action Plan:

- Will be available on site for all coaches and included in their coach package to be picked up at registration on Day 1.

### Protest Procedures:

- Protests can be formally submitted to the Special Olympics Ontario mission staff present at each sport. Divisioning results cannot be protested.

### Coaches Meeting & Schedule Pick Up:

- Divisioning schedules will be sent out prior to Games. Round robin and playoff schedules will be distributed at the coaches meeting at 10pm on the night of Day 1 following the Opening Ceremony. Time and location of coaches meetings will be announced via one-way texting.

### Medal Presentations:

- Will be conducted on the playing field immediately following the completion of competition.

### First Aid & Security:

- Will be available on site.

### Weather Delays & Cancellations

- In the case of extreme weather, every effort will be made to allow all teams to complete all their games. Should extreme weather be predicted in the forecast,



an alternate competition venue may be used. Should extreme weather come last minute and result in competition cancellation, the following examples will be followed:

- Divisioning cancelled – results from skills assessment forms will determine divisions for round robin games
- Round Robin games cancelled – teams play round robin games in the afternoon instead of playoffs and round robin scores count for medals
- Playoffs cancelled – round robin games results count for medal standings

## 5. Rules of Play

### 5a. Divisioning

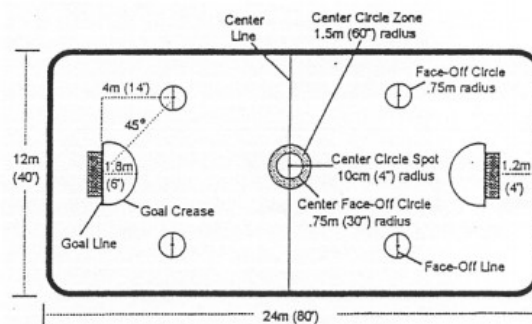
1. All teams will play 2 or 3 divisioning games on Day 1 of Games. Ideally, these games will be against one team of similar ability, one of higher, and one of lower.
2. Coaches will be given divisioning questionnaires on site, and a volunteer divisioning committee will evaluate each game.
3. Each team will be required to play all team members in all games.
4. Scores in divisioning games do not count towards tournament results
5. After Divisioning, the committee will assess all teams and place them in 'like ability' divisions to the best of their ability for competition on Day 2.
6. Final divisions will have no fewer than two teams and no more than 6 teams

### 5b. Team and Players

1. Traditional teams: min. 6 and max 11 athletes with an ID (6 players and 5 substitutes)
2. Unified teams: min. 6 and max 12 athletes (max 4 mainstream Unified partners). During competition, the 6 person team on the pad must be made up of 4 athletes with an ID, and 2 Unified Partners.
3. 6 on 6 floor includes five players plus one goalie. Each team must start the game with six players or forfeit the game. If a team falls below six players once the game has started due to injury, the team will be permitted to continue with five players on the floor. If a team falls below six players due to player ejection, the team will forfeit that game.

## 5c. The Game

Games will be played on an ice pad with no ice (concrete floor). Each pad will be divided into two 'rinks'. Games will be played width wise, from the blue line to the goal line. 'Rink' size will be similar to that of a single gym. Floors will be taped with the following markings:



There will be no side or end boards used at competitions. All pucks crossing the side or end lines will be deemed out of bounds. The non-offending team will be given access to the puck to pass it back into play.

1. Games will be played for 2, 12 minute halves, with 1 minute in between each half.
2. Each period will consist of four, 3 minute shifts. Coaches are asked to change their entire 5 player line, unless they do not have enough subs. Signal from the Game Timekeeper will indicate the end of each shift. To resume play at the beginning of each period, the face-off will occur at the centre face-off circle. All other stoppage of play will resume at the face-off circle closest to the stoppage of play.
3. All actual play during the game shall be clocked as running time. The clock will be stopped in the following circumstances.
  - a. "time-out" request
  - b. between shifts (line changes)
  - c. player substitutions (in case of injury)
  - d. assessment of penalties
  - e. at the Referee's discretion
4. Each team shall be allowed a 1 minute time-out per game. The team official shall signal the Referee during a stoppage of play by making the letter "T" with his/her hands.





5. Teams must change ends after each period unless both coaches decide before the game not to do so.

## 5d. Competition

### Face-offs

1. A face-off shall occur:
  - a. To begin the game and each period at the centre floor face-off circle;
  - b. After each stoppage of play during a period, except after a goal and crease violation by an offensive player, at the nearest face-off circle;
  - c. After a crease violation by an offensive player the face-off will occur in the offenders zone;
  - d. After each goal at the centre floor face-off circle;
  - e. After each minor or major penalty at the offending team's defensive end;
  - f. When an unsafe condition exists due to a cracked or broken stick(s) in the vicinity of play or at any other time deemed appropriate by the referee. A face-off must take place at the nearest face-off circle to the position of the puck when play was stopped.
  - g. In the case of a delay penalty call the resulting face-off shall be at the nearest face-off spot in the defensive zone of the team receiving the penalty.
  - h. In a situation where both teams receive penalties, the face-off shall be at the nearest face-off spot to the actual stoppage in play.
2. The players taking the "face-off" shall stand squarely facing their opponent's end of the floor. All players must be "on-side" with no player within 1.8 m (6ft.) of the players facing-off.
3. The players facing-off and their sticks must be an equal distance from the puck, 30 cm (1 ft.) from the centre of the face-off spot.
4. Play is put in motion when the referee blows his/her whistle.
5. The puck must be swept out of the face-off circle without placing the stick in the centre of the puck and contact must be made by another player other than the one facing-off before the centering player can regain control of the puck.
6. If a player facing-off fails to perform the face-off correctly, i.e. repeated attempts to anticipate (beat) the whistle, the Referee may order him/her replaced for the faceoff by any player on the floor. The coach will appoint an alternative player.



## Stoppages of Play

1. Stoppage of play shall occur when:
  - a. Offensive Player Crease Violation - When an offensive team member enters the crease with their stick or any part of their person.
  - b. Defensive Player Crease Violation - A defensive player brings a puck into the goal crease area or if any part of his/her body touches the goal creases area.
  - c. Illegal or Broken Stick - A player breaks his/her stick or who is found playing with an illegal or broken stick.
  - d. Goalkeeper Puck Violation - When a goalkeeper holds the puck for more than three seconds or throws the puck forward to a player on his or her team. Note: A goalkeeper may pass the puck forward to a team member with his/her stick, or throw the puck to the side.
  - e. Holding the Puck - When a player deliberately holds the puck against the boards or any part of the goal in any manner.
  - f. Puck out of Bounds - When the puck goes outside of the playing area.
  - g. Falling on or Gathering the Puck - When any player except a goalkeeper, who deliberately falls on or gathers the puck into his/her body by any means, while standing or lying on the floor.
  - h. Unsafe Conditions - When the referee deems that an unsafe condition exists A referee who inadvertently stops the play and realizes their error shall re-start play from the centre face-off spot.

## Delay Calls

1. In the event a penalty is called against a player whose team does not have control of the puck the referee will indicate a delay penalty by raising his/her arm. The referee shall stop play once the offending team touches the puck. If the offensive team scores during this delay situation the penalty is recorded but not served and the goal is counted. The penalty is still part of the 3 penalty called rule. If the defending team is already serving a minor penalty and a goal is scored during the delay call, the goal will only negate minor penalty being served.
2. 3 penalty rule: If a player receives a "Games Misconduct Penalty" as a result of receiving a third minor penalty, the "Games Misconduct Penalty" shall be served after the players third minor penalty has expired. The Manager or Coach of the penalized team shall select an individual to serve the Minor Penalty.



3. When a defensive player enters his/her own crease with their stick or any part of their person. Play to continue until the offensive team loses control of the puck. If the defensive player(s) vacate the crease area, play carries on. III. In the event of a delay call, the offensive team that has possession of the puck can pull their goalie for an extra attacker.

#### Minor Penalties

1. For a "Minor Penalty" in any one game, except to a goalkeeper, the penalized player shall be ruled off the floor for one minute of actual playing time, during which time no substitute shall be permitted.
2. Illegal Equipment - any player, including the goalkeeper, for using a stick which does not conform to the provisions of this rule.
3. Goalkeeper Penalty - When a goalkeeper leaves the goal crease, he/she shall be assessed a Minor Penalty. A goalkeeper shall be considered leaving his/her crease when his entire body is outside the line which marks the boundary of the crease.
4. Body Checking - any player who, in the opinion of the Referee, intentionally body checks an opposing player.
5. Charging - any player who runs or jumps into or charged an opponent. When the attacking player is running towards the defending player, the defending player has the right to maintain his/her position. In this case, the attacking player is running towards the defending player, the defending player has the right to maintain his/her position. In this case, the attacking player must avert body contact. Note: If more than two steps or strides are taken, it shall be considered a charge
6. Cross-Checking - any player who holds his/her stick horizontally and shoves an opponent.
7. Delay Of Game - a team which in the opinion to the Referee, is deliberately stalling, freezing the puck, shooting the puck out of the playing surface, or delaying the game in any manner.
8. Elbowing, Kneeing, and Kicking - any player who fouls an opponent in any manner with his/her elbow, knee, or foot.
9. Roughing - any player who, in the Referee's judgment, is guilty of unnecessary rough play.
10. High Stick - any player whose stick is brought up above his/her standing shoulder height.
11. Holding - any player who holds an opponent with his/her hands, stick, or in any other manner.



12. Hooking - any player who impedes or seeks to impede the progress of an opponent by “hooking” with his/her stick.
13. Interference - any player who interferes with or impedes the progress of an opponent who is not in possession of the puck.
14. Slashing - any player who swings his/her stick at an opponent, whether in or out of range, without actually striking him/her, or also, on the pretext of playing the puck makes a wild swing at the puck with the object of intimidating his/her opponent. Intentional aggressive contact with an opponent's stick shall also be considered slashing.
15. Stick Throwing - any player, including the goalkeeper, who deliberately throws his/her stick at the puck or puck carrier.
16. Tripping – any player, including the goalkeeper, who deliberately trips an opponent.
17. Unsportsmanlike Conduct

#### Penalty Shots

1. A Penalty Shot shall be awarded in the following situations:
  - a. Protective Equipment - deliberate removal of helmet or facial protector during a breakaway)
  - b. Delay of Game - Goaltender deliberately dislodging the goal during a breakaway
  - c. Throwing Stick - at puck or puck carrier during a break away
  - d. Tripping - fouling from behind during a breakaway
  - e. Leaving the Players' or Penalty Bench - ineligible player during a breakaway

#### 5e. Scoring

1. A goal shall be scored when the entire puck has legally passed between the goal posts below the cross bar and completely across the goal line.
2. Although it is legal to kick the puck during play, it is illegal for an offensive player to kick the puck into the goal. The goal shall NOT be allowed if the puck has been kicked, thrown or otherwise deliberately directed into the goal by any means other than a stick.
3. No players, except the goalkeeper, shall stand in the goal crease, on the goal line, nor hold his/her stick in the goal crease. If a goal is scored while such conditions prevail, it shall be disallowed. However, if the defending player violates the goal



crease while the goal is about to be scored, the goal will stand. This rule will be a judgment call by the officials on the floor.

4. Each goal will count for one point.
5. Winning score – team with highest score after all shifts are complete

# Appendix: Venue Map

