



First Nations Education Council Inter-school Games



General Rules

Floor Hockey

Prior to the game

- ✓ Teams have ten minutes from the end of the preceding game to get ready and warm up before each game.
- ✓ Any team that arrives late during this warm-up period will be given a two-minute penalty.
- ✓ Any team that is not present when their game is scheduled to begin will lose the game by default.
- ✓ If the preceding game runs late, teams have a minimum of five minutes to warm up.

Team composition

- ✓ Having at least two girls on boys' teams is no longer required.

Game play

- ✓ A game has two 20-minute periods played five against five. The game clock can only be stopped during the last two minutes of each period.
- ✓ Preliminary games
 - **A tie** is broken by a shootout immediately following regulation time. Three players from each team are chosen to take turns in shooting against the opposing goaltender.
 - **If the tie persists**, other players are chosen, one player at a time per team.
- ✓ Quarter-finals, semi-finals and finals
 - **In the event of a tie**, an overtime period of five minutes is played; four against four.
 - **If the tie persists**, there is a shootout. Three players from each team are then chosen to take turns in shooting against the opposing goaltender.
 - **If the tie continues to persist**, other players are chosen, one player at a time per team.

Equipment

All teams must ensure they have their own equipment when they arrive at the Inter-school Games.

- ✓ **Goaltenders**
 - Wearing protective gear is mandatory (helmet, gloves, shin guards, and long-sleeved shirt)



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- When goaltender substitutions require the equipment to be transferred, the referee will give five minutes stop-time for the goaltender to get dressed. If the goaltender is not ready at the end of this time period, the coach can request a two-minute time-out if the team has any left. In cases where the goaltender substitution is considered too long, a player on the offending team will be required to serve a two-minute penalty.

✓ **Protective glasses**

- Wearing protective glasses is mandatory.
- Coaches are responsible for providing protective glasses to their players.
- Protective glasses will not be on loan from the organizing committee.
- If the number of pairs is insufficient, players may wear a hockey helmet with a full-face visor.
- Any player who is not wearing protective glasses or a full-face visor will be given a penalty and will be ejected from the game.
- Any team that chooses to ignore this rule will be immediately disqualified and will lose the game by default.
- The FNEC is not responsible for any injury or incident involving a player who is not wearing protective glasses for whatever reason.

✓ **Sticks**

- Plastic hockey stick blades are mandatory. No restrictions are placed on the material of the shaft.

✓ **Team shirt colours**

- When teams' jerseys are the same colour, the team entered as the home team on the schedule has to wear a different colour of bib.

Time-out

- ✓ Each team is permitted one time-out per period of regulation play and overtime.

Rules of the game

- ✓ **Slap shots** are only permitted in the 16–18-year-old category.
- ✓ A point is awarded for every goal **scored**.



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- ✓ The game ball is made out of flexible plastic.
- ✓ A goal scored using a player's hands or feet is not accepted if the player intentionally tries to score in this way.
- ✓ A goal is accepted if the ball passes the goalposts or if the goaltender's glove is behind the line.
- ✓ A player on the offense cannot stay in the goal crease while waiting for a pass (applicable only if there is a goal crease).
- ✓ The ball must cross into the opponent's zone first. Otherwise, it is out of play. The ball is put back into play outside of the zone. A player is therefore not allowed to wait for a pass in the opponent's zone before the ball has crossed over. The zones are separated by the centre line in the gymnasium.
- ✓ When the ball goes out of bounds, the game is picked up where the ball went out of play. The team not touching the ball before it went out of bounds takes possession of the ball (if necessary).
- ✓ To put the ball back into play, the referee must make sure there is a radius of three metres that the opposing team is not permitted to enter. When the whistle blows, players on defence can move towards the ball while the player in possession of the ball can move forward and pass the ball or take a shot on the net.

Playing surface

- ✓ For games played in an arena, goal nets are placed as follows:
 - **10–12-year-olds**, goal nets are placed at the blue line.
 - **13–15-year-olds**, goal nets are placed at the face-off spot.
 - **16–18-year-olds**, goal nets are placed at the goal line.
- ✓ When large playing surfaces are not available, the organizing committee may decide to change the format of the games to 4 on 4 or 3 on 3 play in a gymnasium. This would give players more room to perform.

Penalties

- ✓ No contact will be tolerated.
- ✓ For **10–12-year-olds** and **13–15-year-olds**:
 - **High sticking** is called as soon as the stick is raised above the hips.
 - No penalty is given if there is no risk of injury, but the team loses possession of the ball.



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- ✓ For 16–18-year-olds:
 - Seeing as slap shots are permitted, **high sticking** will be called by the referee if the stick is considered to be dangerously high.
 - No penalty is given if there is no risk of injury, but the team loses possession of the ball.
- ✓ A penalty is automatically given for blows made with a stick.
- ✓ A penalty lasts two minutes.
- ✓ A player who receives three penalties during a game is ejected from that game, but may play in the next game.

Team rankings

- ✓ Teams are ranked according to the number of wins and losses they accumulate during the preliminary round.
- ✓ To break a tie in the ranking, the team having won the game played between the tied teams will be ranked higher.
- ✓ The number of points for (the points scored by the team) is applied.
- ✓ The number of points against (the points allowed by the team) is applied.
- ✓ If a tie persists, the difference between the points for and the points against is applied.
- ✓ If needed, the ranking of the two teams is determined by a coin toss.

NB: The FNEC Inter-school Games sports consultant reserves the right to make a final decision regarding these rules.