Page: Page 1 of 4

Updated: 11/16/20 Replaces: 3/25/20



SECTION A - GENERAL RULES

- **A-1.** In cases not covered by these interpretations, Special Olympics Incorporated (SOI) rules will govern. Rules can be downloaded at www.specialolympics.org.
- **A-2.** The Games Rules Committee will make all final decisions.
- **A-3.** At all times athletes are expected to compete to the best of their ability to ensure a quality competition at all levels. Coaches are expected to provide accurate/honest scores of their athlete's ability.
- **A-4.** The following process will be used for all Special Olympics Illinois round robin tournaments:
 - a. The team with the best record at the end of competition will receive first place.
 - b. If all teams have the same record (one win-one loss), places of finish will be determined by the point differential in the games played.
 - c. If the point differential is the same, places of finish will be determined by the total points scored by each team during the tournament (highest scoring team receives first place).
 - d. If the total points are the same, places of finish will be determined by fewest penalty minutes throughout the tournament.
- **A-5.** In tournament play, the game will be forfeited if a team fails to report on the court, ready to play within ten (10) minutes of the scheduled game time.
- **A-6.** To qualify for the State Floor Hockey Tournament teams must submit an Intent to Play, Team Rating Form and 3 game summary sheets prior to the tournament.
- **A-7.** Athletes can participate in either individual skills competition or team competition. An athlete competing in the skills competition must participate in an region qualifier event and receive a gold medal for advancement to the State Floor Hockey Tournament. See Criteria for Advancement for specific requirements for advancement.

SECTION B - TEAM UNIFORMS

- **B-1.** No advertising or sponsorship is allowed to be worn on competition uniforms or warmups. Athletes will not be allowed to wear jewelry or awards during competition. No jeans, jean shorts or street shoes will be allowed to be worn during the competition. Athletes will be expected to dress appropriately for the competition. Athletes not in the proper attire will be disqualified.
- **B-2.** All players must wear matching (in color) shirts with 6" to 8" numbers on their back. Numbers 00 to 99 will be considered acceptable.
- **B-3.** Players may wear shorts or sweat pants.

Page: Page 2 of 4

Updated: 11/16/20 Replaces: 3/25/20



SECTION C - EQUIPMENT

- **C-1.** All players in team competition will be required to wear helmets with full face masks, gloves (padded gloves, street hockey gloves, or field hockey gloves), shin guards (street hockey, ice hockey, soccer guards) and proper athletic footwear. Athletes in individual skills competition will not be required to wear protective equipment.
- **C-2.** It is strongly suggested that all goalkeepers also wear regulation sized leg pads and mouth guards. Goalkeeper pads cannot exceed 31cm (12 inches) in width.
- **C-3.** It is strongly suggested that all other players wear mouth guard, eye wear, elbow pads and protective cups (Males Only).
- **C-4.** The goalkeeper's stick will be a regulation Ice Hockey Goalkeepers stick.
- **C-5.** Sticks other than the goalkeeper's will be a rod or dowel made of wood and/or fiberglass conforming to the following dimensions:
 - a. circumference 7.5 cm to 10 cm
 - b. length 90 cm to 150 cm
 - c. floor end must be rounded off
 - d. floor protectors may be used on sticks but must be part of the manufacturer's standard equipment. No tape, string or other device may be used to increase the floor end diameter.
- **C-6.** Goals will be 1.8 m wide, 1.2 m high and .6 m deep. Netting will cover all back and side exposures. Regulation ice hockey goals may be used.
- **C-7.** The puck is a circular felt disc with a center hole and has the following dimensions:
 - a. Diameter: 20cm (8")
 - b. Center Hole: 10cm (4")-may be reinforced with leather
 - c. Thickness: 2.5cm (1")
 - d. Weight: 140-225 grams (5-8 ounces)

SECTION D - TEAM ROSTERS

- **D-1.** Team rosters must include a minimum of 11 players and a maximum of 16.
- **D-2.** A team is allowed to start a game with at least 9 players and must finish a game with at least 9 players. Team rosters must conform to Special Olympics line change rules. Refer to SOI Winter Sports Rule Book for line change rules.
- **D-3.** No players may be added to or replaced on the roster after it is submitted with entries.
- **D-4.** Team rosters may be made up of male/female combinations.
- **D-5.** Teams failing to present a team roster to the scorekeeper 10 minutes prior to the start of play will be assessed a 1 minute penalty.

Page: Page 3 of 4

Updated: 11/16/20 Replaces: 3/25/20



SECTION E - TIME OF PLAY

- **E-1.** The game will consist of 3 nine minute periods with a 1 minute timeout between periods. Note: a running clock will be implemented if necessary to finish all games on time
- **E-2.** Each 9 minute period will be divided into 3 minute sections with a line change occurring at the end of every 3 minute section.
- **E-3.** Required line shifts will interrupt play at the signal of the official timekeeper.
- **E-4.** Each line shift will be followed by a face off in the circle nearest to stoppage of play.
- **E-5.** Periods of play will be running time with stoppage of play only for goals, penalties, line shifts, and official timeouts.
- **E-6.** One timeout will be allowed per team per game.

SECTION F - ROTATION OF LINES

- **F-1.** Teams will play with 6 players at a time: 1 goalkeeper, 2 defense men, and 3 forwards.
- **F-2.** Goalkeepers must be in position at all times, with exception of the last 2 minutes of the game.
 - a. Allowed to put goalie back into the game at any point at next stoppage of play.
 - b. No player can step into the crease defensively to take goalie position.
- **F-3.** For teams with 11 players, no player is allowed to play more than 2 line shifts consecutively. For teams with 9 or 10 players, players are allowed to play more than 2 line shifts consecutively.
- **F-4.** In case of an injury, game misconduct, or other event that would alter a team's line rotation, the referee will stop play. The time keeper will stop the clock. The team's coach will adjust the team roster/line rotation accordingly so that each player, excluding the goal keeper, will play within one line of each other. The goalie is designated to play the entire game. If two goal keepers are designated during the same game, by the end of the game, they must have played within one line of each other.
- **F-5.** Line change time span will remain at 3 minutes for each period (9 minute period) allowing no advantage to teams with 9 person rosters.

SECTION G - SCORING

- **G-1.** Goals will count as 1 point.
- **G-2.** The puck must pass completely over the goal line to be counted.

Page: Page 4 of 4

Updated: 11/16/20 Replaces: 3/25/20



- **G-3.** The puck must pass completely over the goal line before the signal to end play for a period or line shift.
- **G-4.** Goals will only be allowed if the puck is propelled by a stick from outside of the goal crease.
- **G-5.** Goals will be allowed if deflected by a defensive player.
- **G-6.** If the puck hits the referee and goes directly into the goal, the goal is disallowed.

SECTION H - OVERTIME

- **H-1.** In case of a tie after 3 periods, there will be 1 nine minute overtime. Team scoring the first goal wins the game.
- **H-2.** If teams are tied after the overtime period, a tie will be declared unless the game in question is in Championship play.
- **H-3.** Teams tied after the overtime in Championship play will continue until a goal is scored.
- **H-4.** All overtime play will begin with face off at center court.
- **H-5.** All line shift rotations will remain in sequence during overtime play.

SECTION I - AGE GROUPING AND DIVISIONS

- **I-1.** All play will allow for coed team rosters.
- **I-2.** Divisions will be based on the Floor Hockey Team Rating scores and 3 game scores.
- **1-3.** All teams must play at least 3 games before entering tournament competition. Two of the three games must be played against other Special Olympics agencies besides your own.