



INTERNATIONAL FLOORBALL FEDERATION (IFF)

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IFF Referee playbook

Forewords

The purpose of this Playbook is to unify the way the referees act and carry out the games on the international level and in international games. This Playbook can also be embedded to the national level inside the IFF member associations.

The IFF Referee Playbook will be published in the IFF website and there will be links to actual game videos, which will be located in a “video library” in the IFF drop box. New videos will be added to the library based on the decisions of the Playbook steering group and those will be open for all IFF member associations.

The IFF Referee Playbook will be taken in use from the 1st of January 2017 on.

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

The Playbook contains seven different sections.

1. Aim of the game
2. Pre-Game
3. Communication
4. Movements and positioning
5. Decisions during the match
6. After the game
7. Development of the Playbook

Aim of the game

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



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- 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 (a picture of the idea to be added).

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 intermission, 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 line ups, wear your match outfit as the playing teams do as well.
7. Before starting the game, make sure that everyone is ready; match secretariat, teams and especially the goalkeepers. Start the game on time.
8. In face-off, proceed according to the rulebook. Concentrate on the right execution of the face-off, three-meter distance and remember to change those players who are not following the rules. 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.



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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. All communication with the Secretariat is made by speech and no signs will be displayed.
5. 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.
6. Offence signs at the match secretariat shown only in the venues where there is no speaker.
7. 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.
8. 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.
9. 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.
10. 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.
11. 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.
12. 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.
13. 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. The main purpose for the observer to be in the locker room is to support and back up the referees.

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. In different levels/member associations more detailed movement/positioning descriptions can be used. In movements and positioning the referee shall consider the following three topics:

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



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Other basic guidelines 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. Avoid changing ends when defending team has got hit-in / free-hit in own corner spot, a long pass in this mode does not allow the prospective goal referee to have time to take the right position. 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 ball is in advance movement. The referees shall not move alongside with the player when he/she is carrying out the penalty shot.

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.

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.



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- 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

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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.

During the game

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Advantage

The advantage is one tool 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 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 advantage shall be written more detailed in the Playbook version two.

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.

Examples of the situations and penalty line shall be given in the Playbook version two.

“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.



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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.

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 two

- Code of conduct
- Penalties and definitions of penalties
- Referee characteristic
- Advantage
- Offences leading to a penalty shot