



INTERNATIONAL FLOORBALL FEDERATION (IFF)

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APPENDIX 26

IFF Referee playbook

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

The Playbook contains five different sections.

1. Aim of the game
2. Pre-Game
3. Communication
4. Movements and positioning
5. During the game
6. After the game

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.

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
- 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).



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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.
2. Act as a “referee team” and let it be shown
3. Check goal cages before the match and after intermission, one referee for one end
4. Substitution zone marked out clearly when it has become increasingly common for coaching and player changes occur outside the zone change
5. 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.
6. Before starting the game, make sure that everyone is ready; match secretariat, teams and especially the goalkeepers.
7. Face-off, act like the rulebook says. Start with clarity about what comes with the right execution, 3 meters distance, remove players who don't do right. The players carrying out the face-off should take the right position according to the rule book. Keep in mind that this is the first thing that happens in the game. (Show what kind of leadership you stand for by putting your foot down from start).
8. Don't warm up in the rink, do it outside the arena if possible, otherwise in the corridor.

Communication

1. No signs performed during motion.
2. The most important is to show the direction after the whistle
3. Consequence sign made by the whistling referee when necessary or if asked. Good if done at a whistle in play near the goalkeeper's area for which the teams often want to have an explanation.
4. All communication with the Secretariat is made by speech and no signs will be displayed.



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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. Referee second, now the whole arena is watching the referee then you have to sell your decision. Freezing body one second then make clear signs so that the entire arena understands.
9. Remember to use different kind of whistles depending on the situation. The hit-in, free-hit and the penalty whistles 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. No separate two whistles
11. Put the whistle in your mouth, when you are planning to whistle. 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

- 1 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.
- 2 Aim to change end sides every 5 minutes in each period then the teams have you as much in attacking and defending zone. The changes to be carried out swiftly and smoothly, no "fancy" changes if the referees don't know how to.
- 3 Positions and actions at Penalty shot. The referee couple themselves choose which setup they want. The rink referee complies with the penalty shooters ball and blade to check that the ball is moving forward. The referees not to move alongside with the player when he/she is carrying out the penalty shot.



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Rink splitting and movement patterns

The basis for rink splitting

- The referees work according to a diagonal that varies in size depending on where the ball and the players are. This approach is used to create a rink splitting so that both referees do not assess the same situation.
- There are many different ways to split up the rink within a referee pair. When the rink splitting is not elaborated a referee pair becomes revealed by double signals, both follow the ball.

Basic position

- The basic position is 3-5 meters in from the long side of the board.
- If there are basketball lines, avoid falling outside these after the long side.
- The referees' aim is to have a diagonal between them maximum 5.5 meters in from the long side of the border (volleyball rink's lines).
- Floorball 40x20 meters, basketball 28x15 meters, volleyball 18x9 meters.

Basic position attacking game

- Goal referee takes the position to guard the goal line and the ball in front of goal.
- Goal referee tries to keep his position when the ball is above the goal line.
- Goal referee should not end up out in the rim of board corner when the game is behind the goal.
- Goal referee must never be in the goal crease or the goalkeeper area during the game.
- Goal referee's position control rink referee's position.
- Rink referee should mark free-hit to the attacking team within 3 seconds.
- Goal referee marks free-hit at defending team when necessary.

Swap in and out

Do the referees at the board game out to 2.5 meters from the board (basketball court lines) and then get an eye on the corridor and if necessary towards the center point when the game is in diagonal corners.

1 - 2 - 3

Number one - number two - number three is a way to divide the rink into three lengthways parts. The referees should avoid being in the same lengthways part for longer sequences. In second part the



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referees are only for shorter sequences. By one referee taking position itself in number one and the other in third part they create a diagonal between them. When established attacking game referees have a diagonal (one - three) between them. It is mainly the goal referee who decides when the diagonal switch must be made.

Situational

Movement pattern allows referees avoid ending up near the board or being stranded near the midpoint when there is a turnover. Then the rink referee does not need to hesitate which way is best to use when the turnover comes to the eventual goal referee. Thus, the goal referee is first down to the extended goal line and is not forced to drop past players themselves or forced to step over the long side of the board which is not allowed.

Be in the rink

The referees' aim is to be on 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. By contrast, to step over the long side of the rink is wrong and/or demonstrate poor movement and/or understanding of the game.

Up with eyes

This applies to gaze with eyes up and down so that you have an eye on both the ball and waist and shoulder height. A simple split of the game in front of the goal is that goal referee is responsible for the game up to knee height and rink referee is responsible for the game above knee height.

Close to the game

Referees need to try 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.

Side changes

Aim to change end sides every 5 minutes in each period in which the teams have you as much in attacking as in defending zone. Side changes are not made just to change sides. Wait for the right opportunity. Avoid changing sides 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 sides when the attacking team has hit-in / free-hit in the offensive corner spot or after the whistle when both teams are replacing.

The goal referee at pass up

1. When the rink referee slopes down to become goal referee (not at the turn over) stay in the height where the goal crease begins to mark attendance, talk to the players who are often parked there, preventive communication.
2. If the pass is turned over referee has additionally shorter distance up to the center line.



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3. "Fall down" when pass is coming to have good eye on the ball in front of goal and the far side of the goal area.
4. If you read in that the teams are often looking for a site for the pass up, it is good to choose the opposite side of the goal area in order not to have to step over the short side of the rink.

The rink referee at pass up

1. Read if the team is seeking a side for playing the ball.
2. Read if the team is overloading on one side to create area on the opposite side.
3. Position inside defender when the team plays with wide defenders, don't get fooled to climb above the defender after the long side of the board.
4. The aim is to get up and preferably over the centre line as quickly as possible to assist the goal referee. At each pass, an assessment is made, you should not risk becoming obsolete if it comes back a quick turn over.

The goal referee at established attacking game

1. Starting position.
 - a) Turn the chest against goal cage avoid standing too much with his back to the short side of the board.
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, would you do it and are forced to step over the border, you have done wrong. If the ball is played in front of the goal, which one of you has closeness to the game situation?
4. Have aim to be at your starting position each time a shot is fired.
5. (Understanding and reading the game)
6. If you run over on the other side of the goal area search position as the one you had on the other side, the rink referee replaces the diagonal.
7. At offensive corner shot the goal referee's aim is to be on the side the offensive hit-in / free-hit is turned off. This is to be able to sell the wrong distance penalty or help defender, so you don't have to give penalty. The only exception is during box-play where the defenders rarely come out towards the corner to win the ball.



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During the game

- Advantage
- The penalty level in conjunction with free hits and advantage
- “Big” penalties

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.