

## 7.8 OFFICIALS

**7.8.1 Minimum number.** There shall be one head referee for the overall boccia tournament, one match referee for each match, and one scorekeeper for each match. The head referee shall be in overall charge of the tournament. Each match referee shall be in charge of a match, the court, and its immediate surrounds. The scorekeeper shall maintain a record of points earned.

**7.8.2 Qualifications.** The head referee shall be certified by a national or international governing body for boccia. The match referees and scorekeepers shall have experience at those positions.

**7.8.3 Officials uniforms.** The boccia officials shall wear either a uniform provided by the competition host or the customary uniform of the official's home country. Scoring table personnel and other assistants shall wear uniforms specified by the competition host.

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## PART 8: FLOOR HOCKEY TECHNICAL RULES

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### 8.1 ELIGIBILITY

**8.1.1 Age divisions.** Floor hockey may be offered in the Futures (age 6 years and younger), Junior A (7-11 years), Junior B (12-15 years), and Open (any age) Divisions.

**8.1.2 Sex divisions.** The competition host may determine whether separate competition divisions are held for males and females. When divisions by sex are not offered, team rosters may include any combination of all males, all females, or mixed-gender.

**8.1.3 Classifications.** There are no IDAF classifications for field hockey.

#### 8.1.4 Team rosters

**8.1.4.1 Number of players.** There shall be no fewer than 10 and no more than 14 players on a team roster, with the exception of the Futures Division where there shall be no fewer than 4 and no more than 7 players on a team roster. A team may not have alternates above the 14 player limit (7 player limit for Futures).

**8.1.4.2 Submitting team rosters.** The competition host shall establish a process and deadlines for submitting team rosters.

**8.1.4.3 Mixed-country teams.** At World Dwarf Games, athletes whose countries do not have enough players to field a complete team may request to play on a mixed-country team. The competition host shall facilitate the formation of mixed country-teams.

**8.2 EVENTS.** Floor hockey competition for the Junior A, Junior B, and Open Divisions shall consist of 6-on-6 play with five field players and one goalkeeper on each team. Competition in the Futures Division shall consist of 3-on-3 play with no goalkeeper position.

## 8.3 RULES

### 8.3.1 Rules for Junior A, Junior B, and Open Division Games

#### 8.3.1.1 The game

**8.3.1.1.1 Duration.** The game is played in three 10-minute periods, with a 2-minute break between periods. Each team allotted one 30-second time-out per period.

**8.3.1.1.2 Face-off.** The game is started with a face-off between a field player from each team taken at the center circle. Face-offs restart the game after a goal or at the beginning of a period.

**8.3.1.1.3 Moving the puck.** The puck is handled using a stick with the following exceptions: (a) a player may kick the puck to himself/herself but not to another player or to the goal; and (b) the goalkeeper may stop the puck using the hands, feet, body, and/or stick. An offensive player must have both feet outside the crease to play the puck into the crease.

**8.3.1.1.4 Goal.** A goal is scored when an offensive player propels the puck into the goal.

**8.3.1.1.5 Scoring.** Each goal is valued at one point, except that a goal scored by a female player counts two points whenever males and females play on the same team. The team with the most goals at the end of the game wins.

**8.3.1.1.6 Sudden death overtime.** If there is a tie at the end of regulation play, a 10-minute "sudden-death" period is added. During the overtime, each team may have only four field players and one goalkeeper on the court. The first team to score in overtime wins the game, and the game stops without completing the entire 10-minute period.

**8.3.1.2 Player positions and substitutions.** Five field players and one goalkeeper from each team are on the floor at any one time, except during a penalty or overtime situation.

**8.3.1.2.1 Field players.** A team must always have at least two field players in the defensive zone and at least two field players in the offensive zone.

**8.3.1.2.2 Goalkeeper.** Goalkeepers are not allowed to leave the crease (defense or "D" area) or hold on to the puck for more than three seconds. These violations result in the opposing team gaining possession of the puck at the center line.

**8.3.1.2.3 Substitutions.** Substitutions of field players are allowed at any time during the game. Players must enter and exit in the defensive end of the floor. An incoming player may not enter until the departing player has fully exited the court. Goalie substitutions may only occur during a timeout, during intermission, due to an injury, after a goal, or if an equipment change is necessary.

**8.3.1.3 Roughing violations.** The penalty for roughing violations is 1 minute in the penalty box for the offending player. The team shall play short-handed in their defensive zone when a player is serving a penalty because of a roughing violation. Roughing violations include:

- Hitting the opponent with a stick when there is no chance of hitting the puck
- Contacting an opponent with the stick above the waist (high-sticking)
- A field player making contact with the goalkeeper while the field player is in the crease (goalkeeper interference)
- Pushing, tripping, hooking, or blocking an opponent with the body (interference with an opponent)
- Deliberately holding, laying, or stepping on the puck while playing *defense* (deliberate delay of game)
- Deliberately kicking the puck into the crease or goal (if not the person to touch it next), or deliberately kicking the puck to another player on the player's own team, while playing *defense* (deliberate delay of game)

**8.3.1.4 Misconduct violations.** When a misconduct violation occurs, the opposing team gains possession of the puck at the half court line. Misconduct violations include:

- Any player other than the goalkeeper enters the crease
- Deliberately holding, laying, or stepping on the puck while playing *offense* (deliberate delay of game)
- Deliberately kicking the puck into the crease or goal (if not the person to touch it next), or deliberately kicking the puck to another player on the player's own team, while playing *offense* (deliberate delay of game)

**8.3.1.5 Code of conduct**

**8.3.1.5.1 IDAF Code of Conduct.** Players, coaches, assistant coaches, and other team personnel are expected to observe the IDAF Code of Conduct.

**8.3.1.5.2 Unsportsmanlike conduct.** The referee has authority to assign penalties for unsportsmanlike conduct, including disrespect for opponents or for game officials and their decisions. The penalty for players shall be 1 minute in the penalty box for the first offense, 2 minutes for the second offense, and ejection from the game for a subsequent offense. The penalty for coaches, assistant coaches, or other team personnel shall be either a warning or ejection from the gymnasium (depending upon severity of the unsportsmanlike behavior) for the first offense, and ejection from the gymnasium for a subsequent offense.

**8.3.2 Rules for Futures Division Games.** The rules for Junior A, Junior B, and Open Division games shall apply with the following exceptions.

**8.3.2.1 Duration.** The game is played in three 6-minute periods, with a 2-minute break between periods. There is no provision for time-outs.

### **8.3.2.2 Player positions and substitutions**

**8.3.2.2.1 Field players.** Three players from each team are on the court at any time. There is no requirement about the number of male and female players on a team or on the court. No player may enter the crease.

**8.3.2.2.2 Goalkeeper.** There is no goalkeeper in the Futures Division game.

**8.3.2.2.3 Substitutions.** Substitutions are allowed at any time during the game. Players may enter and exit from any position on the floor. An incoming player may not enter until the departing player has fully exited the court.

**8.3.2.3 Coach participation.** A coach from each team shall be on the court (not the sidelines) providing advice and support to the players.

**8.3.2.4 Scoring.** Scores are not kept in Futures Division games.

**8.3.2.5 Roughing violations.** There is no penalty box in the Futures Division game. The official shall explain the violation to the player, and the violation shall result in a turnover of possession. If the violation was deliberate, the official shall require the coach to substitute another player for the player who committed the offense.

**8.3.2.6 Misconduct violations.** The official shall explain the violation to the player, and the violation shall result in a turnover of possession.

## **8.4 COMPETITION PROCEDURES**

**8.4.1 Practice opportunities.** Players shall have a minimum of 5 minutes pre-game warm-up on the competition court prior to the start of the game. The competition host shall determine the schedule and location of additional practice time opportunities.

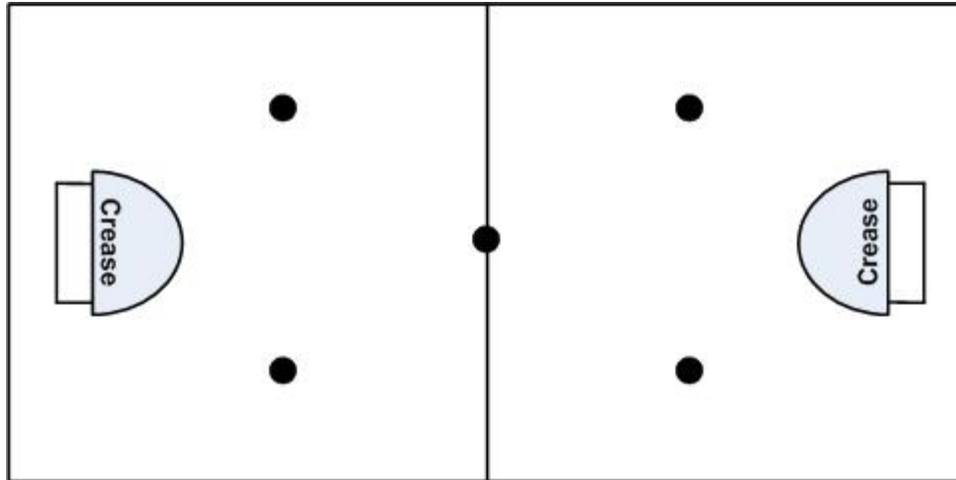
**8.4.2 Entry limit.** At World Dwarf Games, each country shall be allowed to enter as many teams as desired into each division of the floor hockey tournament. Countries that enter more than one team within a division shall designate one team "Team A," the next "Team B," etc.

**8.4.3 Tournament format.** The competition host shall determine the tournament format (e.g., pool play, bracket play).

**8.4.4 Check-in procedures.** The competition host shall determine check-in procedures.

## **8.5 FACILITIES**

**8.5.1 Floor hockey court.** Floor hockey is played on an indoor hard surface such as a basketball court. Lines and spots shall be marked/taped on the floor in conformance with the following diagram and specifications.



**Junior A/B and Open Court – 35 feet wide x 70 feet long**  
**Futures Court – 25 feet wide x 50 feet long**

**8.5.1.1 Court dimensions.** The court for Junior A, Junior B, and Open Division games shall be 35 feet wide by 70 feet long (about  $\frac{3}{4}$  the length of a basketball court). The court for Futures Division games shall be 25 feet wide by 50 feet long (the width of a basketball court).

**8.5.1.2 Goal.** The goal shall be 6 feet wide, 4 feet high, and 20 inches deep. The back of the goal shall be positioned 4 feet inside the end of the court. The goal shall be centered with respect to the width of the court.

**8.5.1.3 Crease.** The crease, also known as the defense or "D" area, shall extend a radius of 6 feet from the center of the mouth of the goal.

**8.5.1.4 Half-court line.** The length of the court shall be bisected by a half-court line.

**8.5.1.4 Spots.** Spots shall be 12 inches in diameter.

**8.5.1.3.1 Junior A, Junior B, and Open Division court.** The center spot shall be centered with respect to the width and length of the court. The four face-off spots shall be placed 8.75 feet inside the side boundaries of the court and 20 feet inside the end boundaries of the court.

**8.5.1.3.2 Futures Division court.** The center spot shall be centered with respect to the width and length of the court. The four face-off spots shall be placed 6.25 feet inside the side boundaries of the court and 13.75 feet inside the end boundaries of the court.

## 8.6 EQUIPMENT

**8.6.1 Sticks.** Players may choose to use a stick of any length (likely stick lengths are 36, 42, and 47 inches).

**8.6.2 Pucks.** Floor hockey pucks shall be 2.75 inches in diameter. Soft vinyl or plastic pucks are preferred.

## 8.7 UNIFORMS

**8.7.1 Clothing.** Players wear a t-shirt, either shorts or tracksuit pants, and athletic/tennis shoes. All players on the same team shall wear the same colored shirt or same-colored pinnies/vests. Player numbers shall be displayed on shirts or pinnies/vests. At World Dwarf Games, players shall wear their country's team uniform whenever possible.

### 8.7.2 Protective equipment

**8.7.2.1 All players.** Shin guards are required. Gloves and safety goggles are recommended.

**8.7.2.2 Goalies.** Goalies must wear a helmet with a face cage. Protective gloves and goalie pads (chest protector and leg pads) are recommended, but not required.

**8.8 OFFICIALS.** Requirements include one referee and one scorekeeper per court. Officials with experience of conducting floor hockey events should be used whenever possible. Officials shall wear either a uniform provided by the competition host or the customary uniform of the official's home country.

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## PART 9: KURLING TECHNICAL RULES

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### 9.1 ELIGIBILITY

**9.1.1 Age divisions.** Kurling may be offered in the Futures (age 6 years and younger), Junior A (7-11 years), and Junior B (12-15 years) Divisions.

**9.1.2 Sex divisions.** Males and females typically compete in the same events; however, separate events may be contested for males and females at the discretion of the competition host.

**9.1.3 Classifications.** There are no IDAF classifications for kurling.

**9.2 EVENTS.** Kurling is conducted as a singles competition. Two players vie in each game. Unlike curling which is played on an ice surface, kurling is played on a hard surface such as a gym floor.

### 9.3 RULES

#### 9.3.1 Playing the game

**9.3.1.1 Coin toss.** A coin toss is used to determine which player uses red stones and which player uses blue stones. The player using the red stones always goes first.

**9.3.1.2 End.** Players alternately deliver their stones until each player has delivered four stones. This is called an end. After the umpire has scored an end, the players retrieve their stones, and return to play the next end. Players may not step on the target when retrieving their stones.

**9.3.1.3 Number of ends.** Competition is played in one set of 3 ends. Each player delivers 4 stones per end, so 12 stones are played in total for each match.

#### 9.3.2 Delivering the stone

**9.3.2.1 Starting position.** The player starts behind the base line.