

**WORLD**  
VOLT HOCKEY  
**CUP**

# REFEREE TRAINING COURSE 1

Introduction

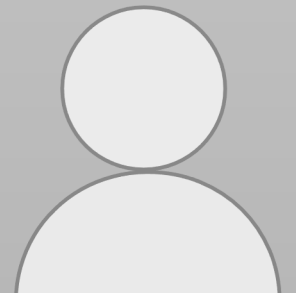


# AGENDA

Introduction

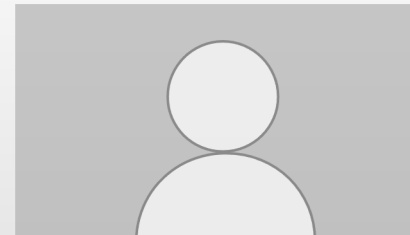
Rules of the  
game

Leadership



# WHO AM I?

- Gustav Johansson
- Linköping, Sweden
- Floorball referee for 6 years
- Volt Hockey referee for 3 years
- Student in industrial engineering and management



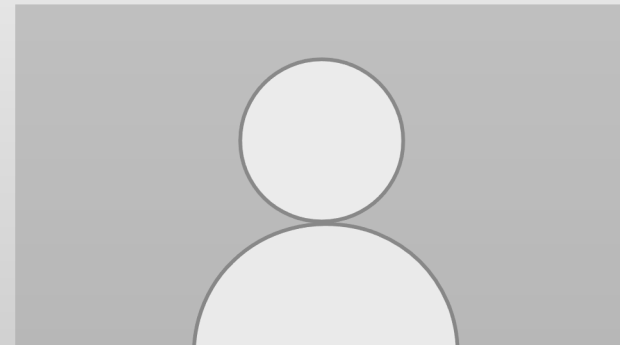
Introduction

Rules of the  
game

Leadership

# INTRODUCTION OF THE GAME

- 3 vs 3
- One goalie
  - Can switch during the game
- 2x10 or 2x15 minutes games



# RULES OF THE GAME

Technical Rules  
Gameplay Rules



Introduction

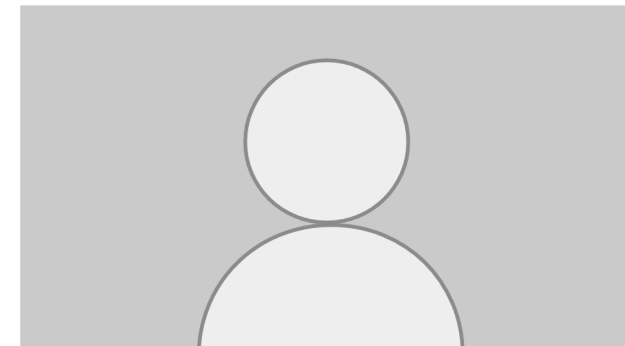
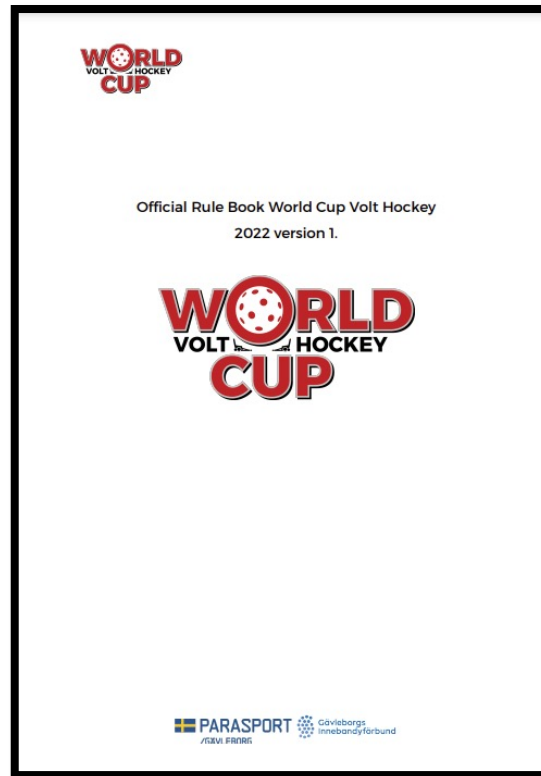
Rules of  
the game

Leadership



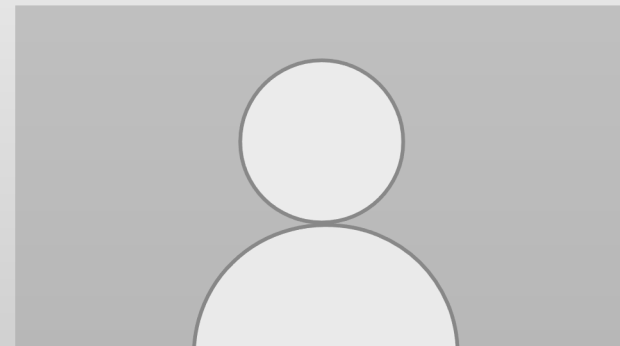
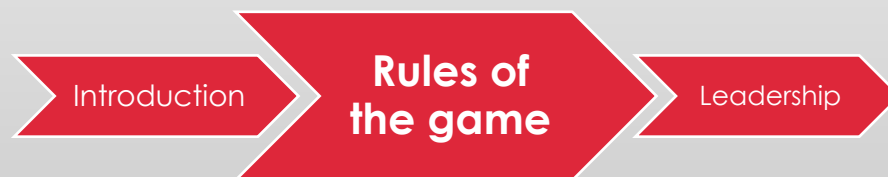
# OFFICIAL RULEBOOK

- Translated to English in 2022



# TECHNICAL RULES

- Read the rule-compendium



# HIGHLIGHTS OF TECHNICAL RULES

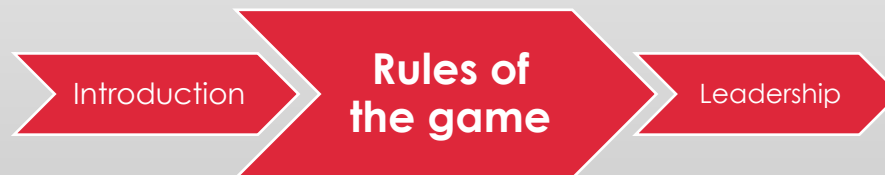
## CHAPTER 1

1.3 A team consists of three players and up to three substitutes

1.9 A player can only receive help from outsiders (assistant, coach etc.) during the game if the need is urgent, for example a problem with a breathing tube.

1.10 If the need for help is not urgent the referee is responsible for helping the player off the pitch.

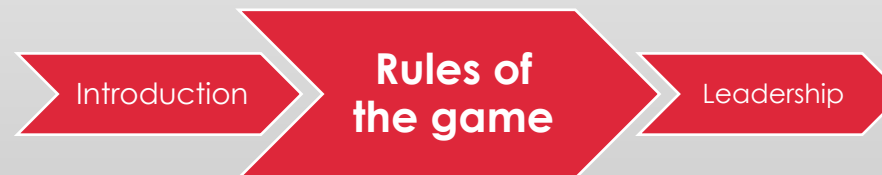
1.11 If an unauthorized person (helper, coach etc.) enters the field and helps a player where there is no need for emergency help, the other team is awarded a free shot and the coaching bench is given a warning.





# HIGHLIGHTS OF TECHNICAL RULES CHAPTER 2, 3 AND 4

2. Chair design rules and technical specifications
  3. The stick
  4. The Ball
- See the rule-compendium

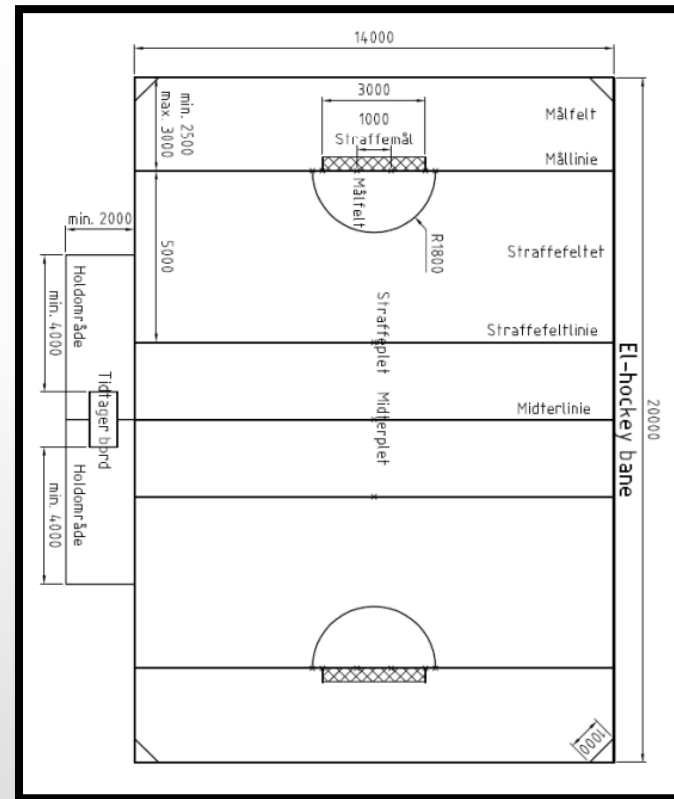


# HIGHLIGHTS OF TECHNICAL RULES

## CHAPTER 5

### 5. The playing area

- See the rule-compendium
  - This drawing on last page



# HIGHLIGHTS OF TECHNICAL RULES

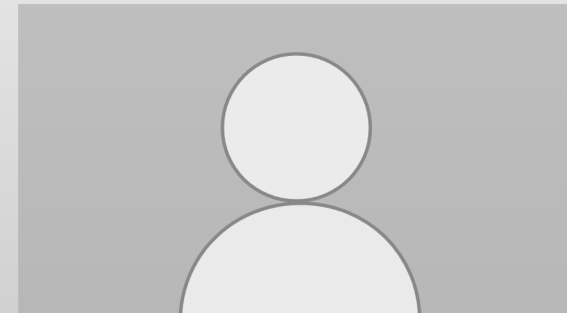
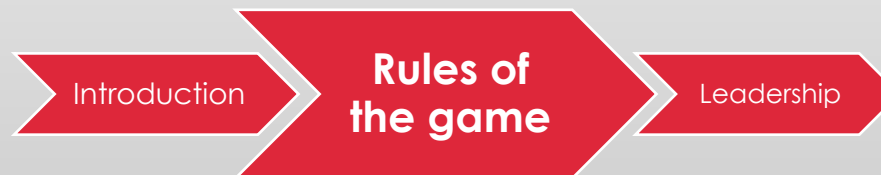
## CHAPTER 6

6.1 The game is controlled by two referees. Both referees may give a whistle signal for all violations anywhere on the court.

6.3 All ruling must be displayed.

6.4 The referees may refrain from ruling an offence if it is deemed to be the advantage of the offended team. The referees must verbally point out that the game should be continued. (Advantage rule)

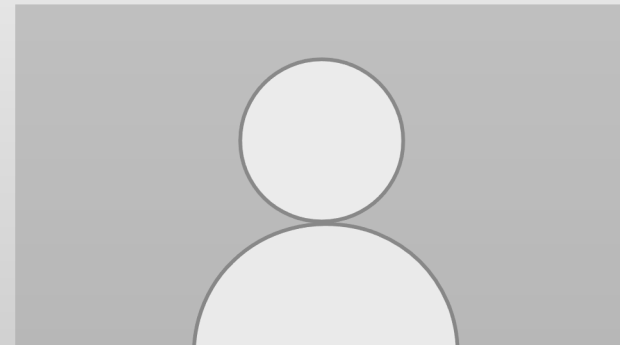
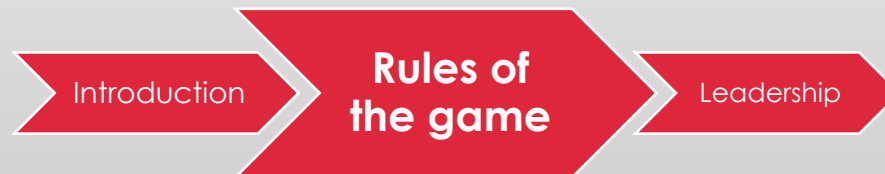
6.11 The referees must wear sports shoes and approved referee jerseys. If possible, also black trousers or black shorts.



# HIGHLIGHTS OF TECHNICAL RULES

## CHAPTER 7

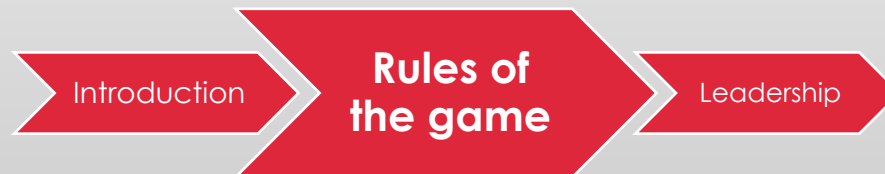
- Timekeepers
- 7.1 might change between tournaments
- See the rule-compendium



# HIGHLIGHTS OF TECHNICAL RULES

## CHAPTER 8

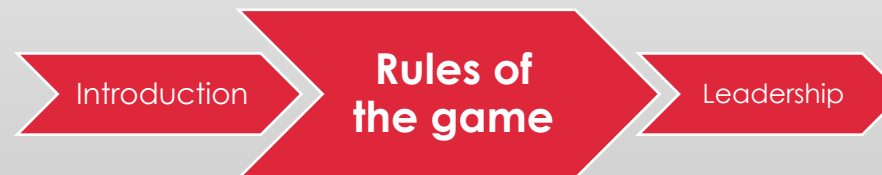
- Time-out
  - 2 x 30 sec in each half
  - May be called by the coach at any time
  - Executed when the team is in possession of the ball
  - Restart with free hit (free shot) where the ball were
- Technical time-out
  - 2 min
  - May be called when a chair is broken
  - Resume game when the char is fixed
  - If the chair cannot be fixed within the 2 mins the chair must be removed from the field



# HIGHLIGHTS OF TECHNICAL RULES

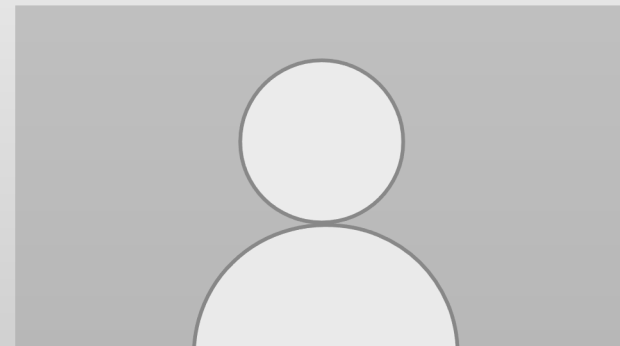
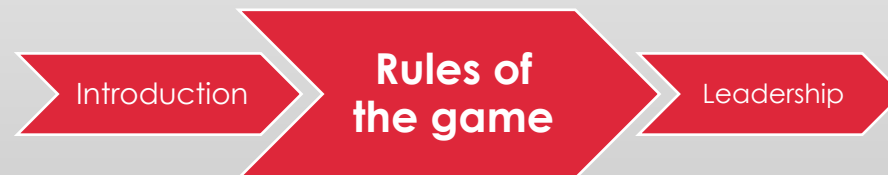
## CHAPTER 9

- Start of the match
- Referees draw lots between the teams
  - Winner chooses if they want to start with the ball or side of the field
  - After the intermission, the teams switch sides and the other team starts with the ball
- Make sure that everyone is ready and that there are 3 players in each team



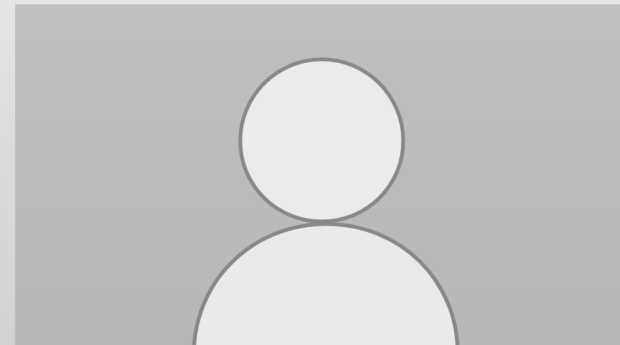
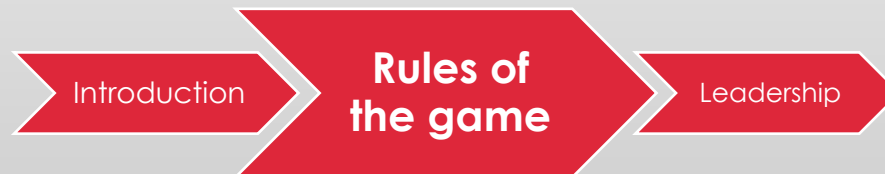
# HIGHLIGHTS OF TECHNICAL RULES CHAPTER 10 AND 11

- Technical rules
- 10 Substitutions
- 11 Goal
- See rule-compendium



# FIXED SITUATIONS

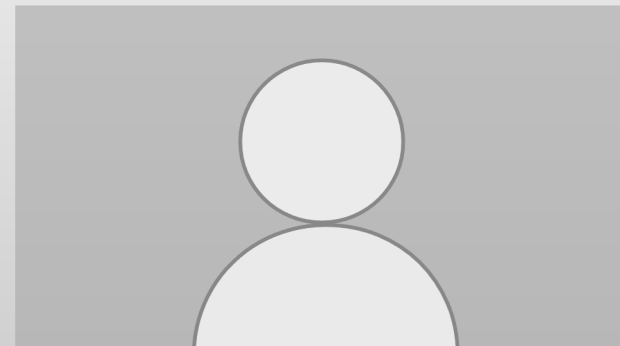
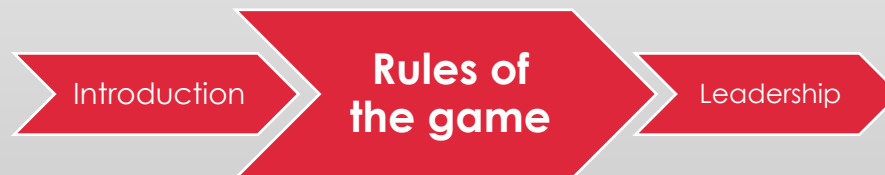
- Free hit (Free shot), Penalty shot, goaltender ball, referee ball.
- The player may only touch the ball once
  - Usually passing the ball to a teammate or the wall
- All opponents must be 3 meters from the ball





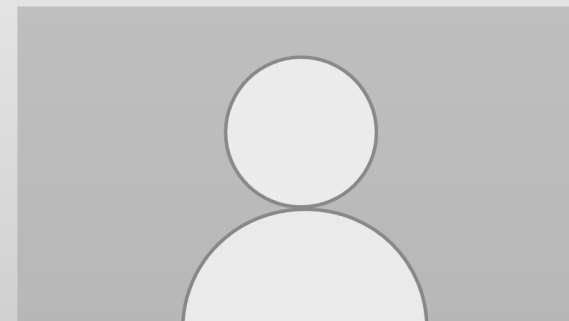
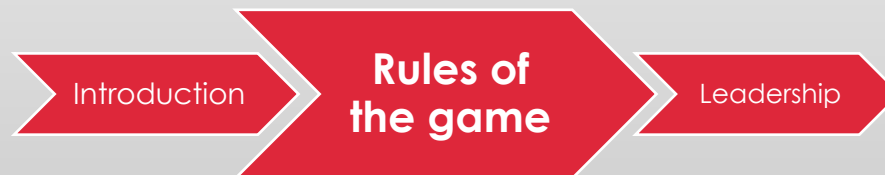
# FREE HIT (FREE SHOT), CHAPTER 12

- No closer than 3,5 meters from the goal field
- No closer than 1 meter from the wall
- To be applied when:
  - The ball leaves the field
  - Restart of game after time-out
    - if ball was in play when time-out were called
  - When a rule is breached
    - My also be other punishments



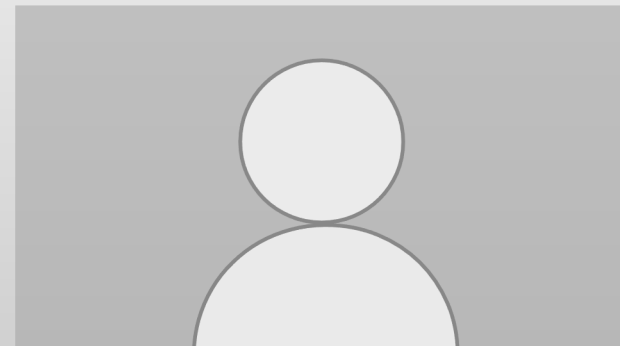
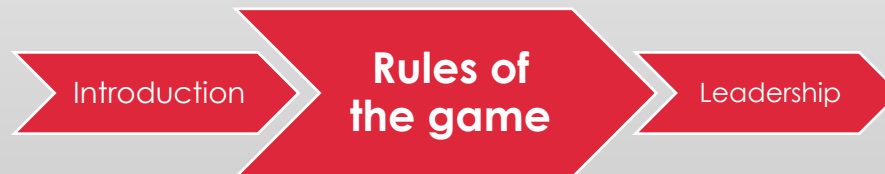
# PENALTY SHOT, CHAPTER 13

- The time will not be running during a penalty shot.
- A penalty shot is taken from the penalty spot.
- The goal is limited to 1 meter.
  - Usually with 2 one-meter wooden sticks.
- The ball can only be touched once.
- All players except the one taking the shot must be on the other side of the court.
- If a goal is scored the game will restart as usual when a goal is scored.
  - Else the game will restart with a goal-tender ball.



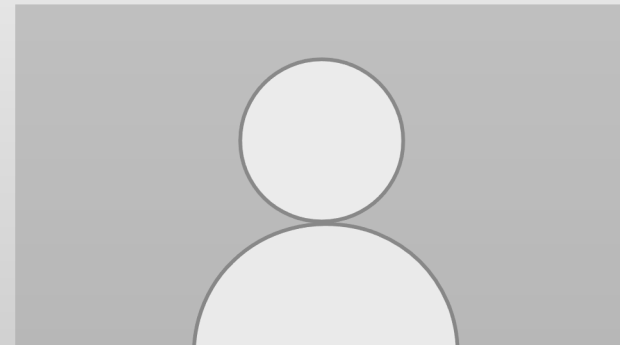
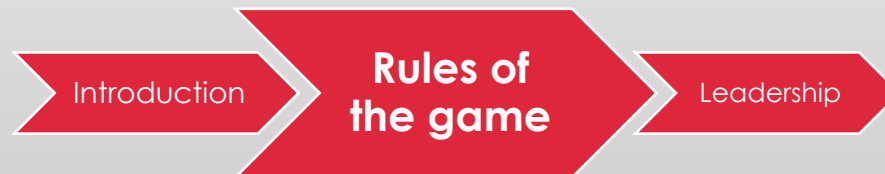
# GOALTENDER BALL, CHAPTER 14

- The ball is to be placed at the goal-field line.
- The opponents must stay on their side of the field until the ball is touched.
  - If this is not respected the goaltender ball shall be retaken
- If the ball passes the goal-line without first leaving the goal-field the goal shall be disallowed and a new goaltender ball shall be carried out.
- To be applied when:
  - The ball is inside the goal-field for more than 10 seconds



# REFEREE BALL, CHAPTER 15

- Face-off
- When the game is stopped for a any reason other than violations
  - When the ball is crushed by a chair or blocked/stuck in a chair
- Drop the ball from 0.2-0.5 meters above the ground
- Always at the centerline and about 1 meter off the wall
  - On the side where the ball were when the game was stopped
- Other players must be 3 meters from the ball



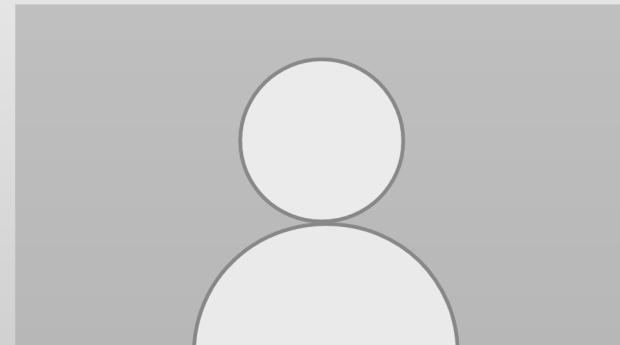
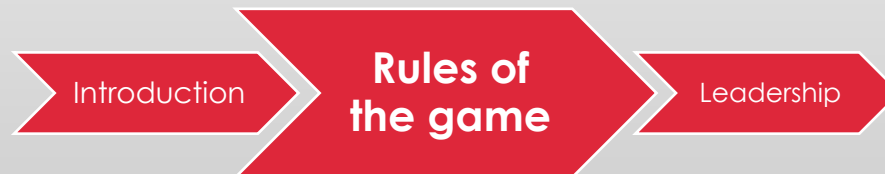
# VIOLATIONS OF THE RULES

Chapter 16



# THE GOAL-FILED

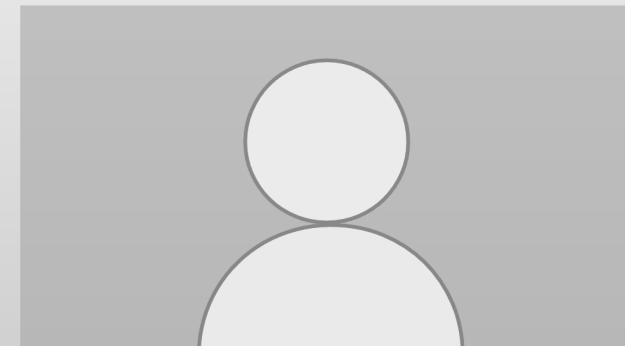
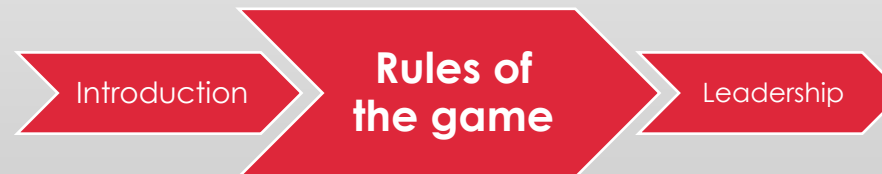
- One defender in goal-field
  - Penalty shot
- No attacker in goal-field
  - Goaltender ball
- You cannot drive with the ball through the goal-field
- You cannot pass the ball to your own goalie
  - Penalty shot

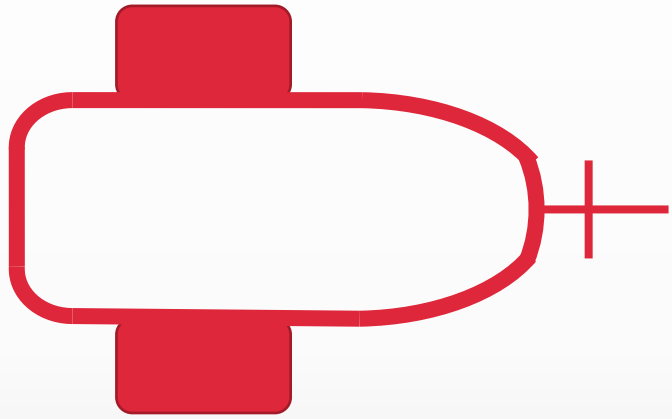


# PHYSICAL PLAY

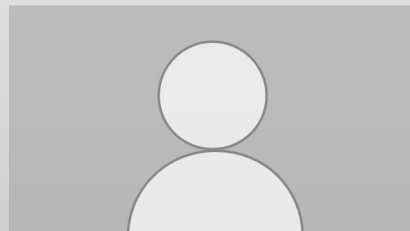
Main rule / way to review situations

- Small touches are allowed
- The first player to a position has the right of way
  - Basically you cannot crash into a player
  - If you are unable to reasonably stop when a player appears in front of you, you are not at fault.

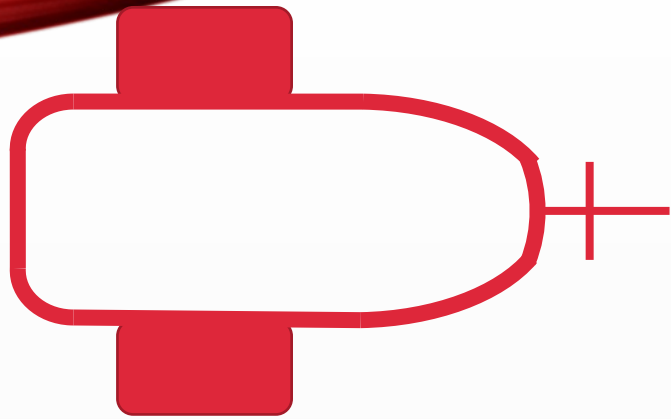




EXAMPLE 1

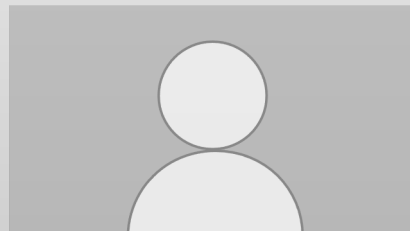


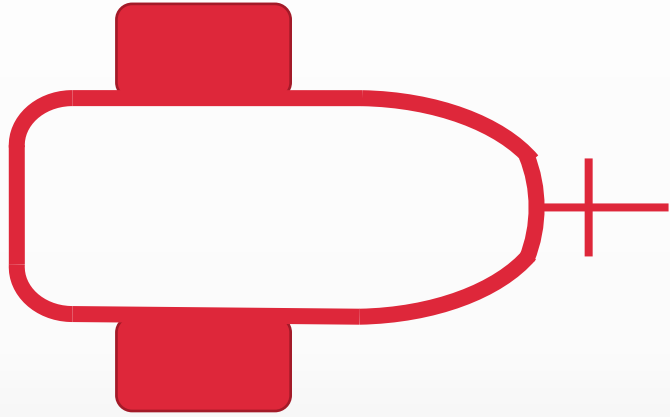




Right player fault

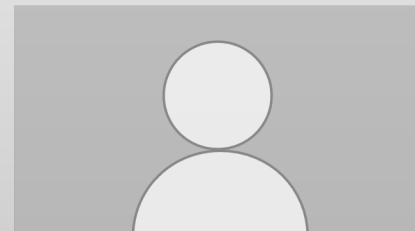
EXAMPLE 2





Left player fault

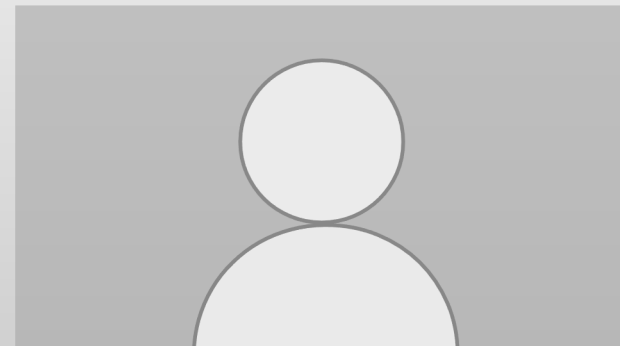
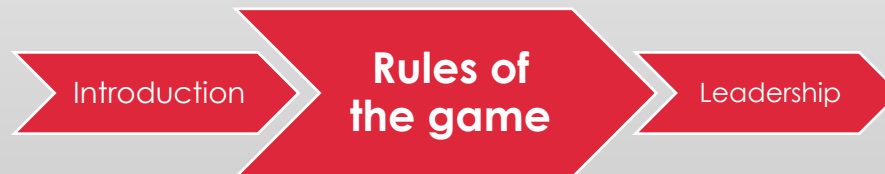
⚠️ This can be very dangerous! ⚠️



EXAMPLE 3

# SUMMARY OF EXAMPLES

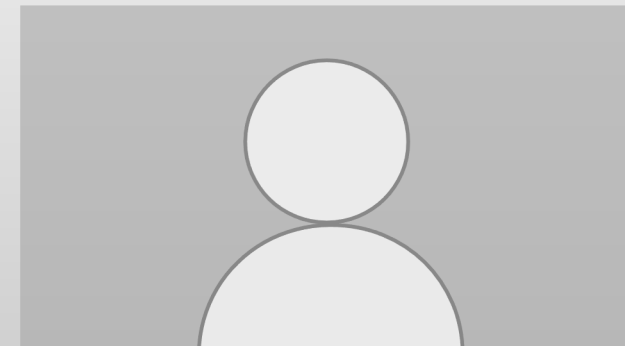
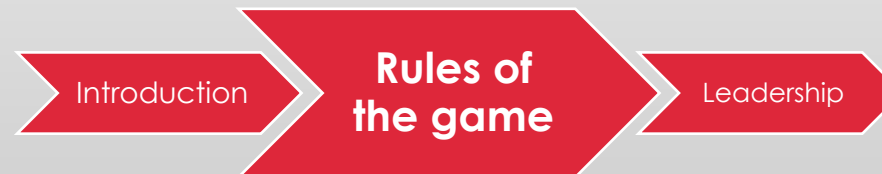
- First player to a position has the right of way
  - Not depending on who has control of the ball
- These are very simplified
- Difficult to review in-game
- Keep the risk of injury in mind
  - In example 3 there is a tangible risk for the right player to flip over



# ADVANTAGE RULE

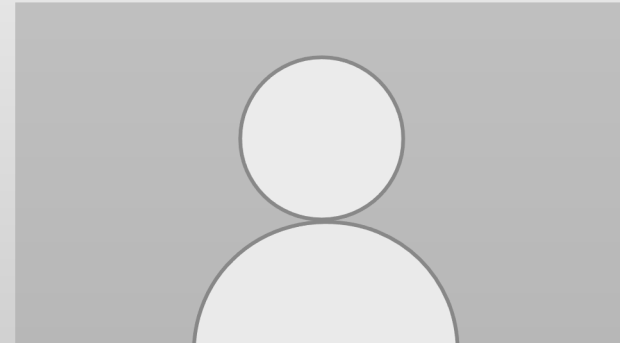
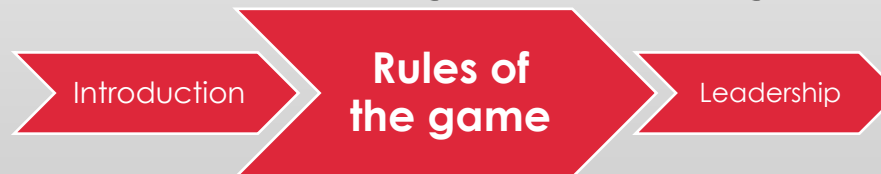
*“6.4 The referees may refrain from ruling an offence if it is deemed to be the advantage of the offended team. The referees must verbally point out that the game should be continued.”*

- A punishment may be delayed if the situation is advantageous for the non-faulty team.
  - Ex: A team is in possession of the ball and driving toward the goal and a opponent is driving through the goal-field behind the player with the ball.
  - Note that the player driving through the goal-field may gain an unallowed advantage by doing this.



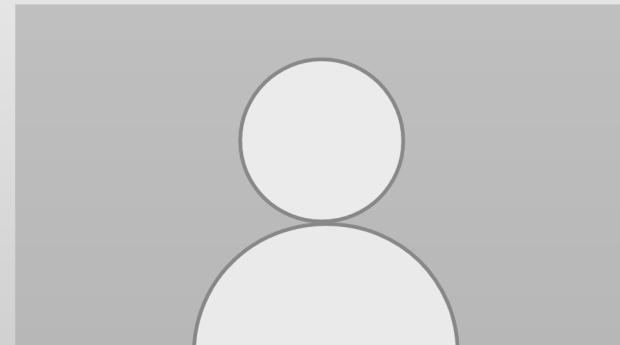
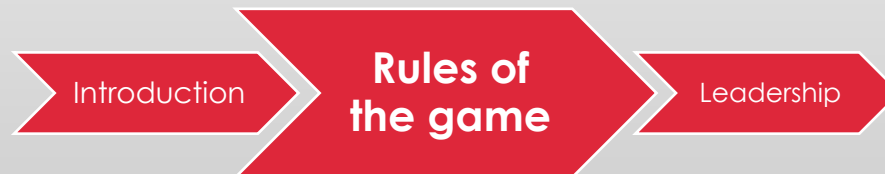
# PENALTIES, CHAPTER 17

- Time-penalties
- Warning (Yellow-card)
- Disqualification (Game-Penalty, Red-card)
- 17.5 A warning must be given if a player:
  - A) With the intention of depriving the opposing team of a counter-attack or to shoot-back, deliberately drive into the opposing team's goal field.
  - B) Commits rough play.
- 17.6 It must be penalized with a 2-minute time-penalty if the player:
  - A) Intentionally plays the ball with a foot or hand.
  - B) Intentionally deprives the opposing team of a goal-chance.



# TIME PENALTIES, CHAPTER 18

- 2-minutes long
- Following match time
- The expelled player must stay next to the timekeepers table.



# LEADERSHIP



Introduction

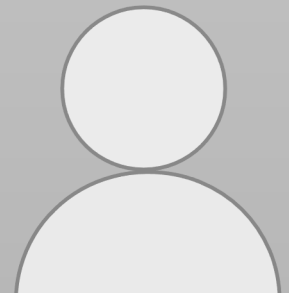
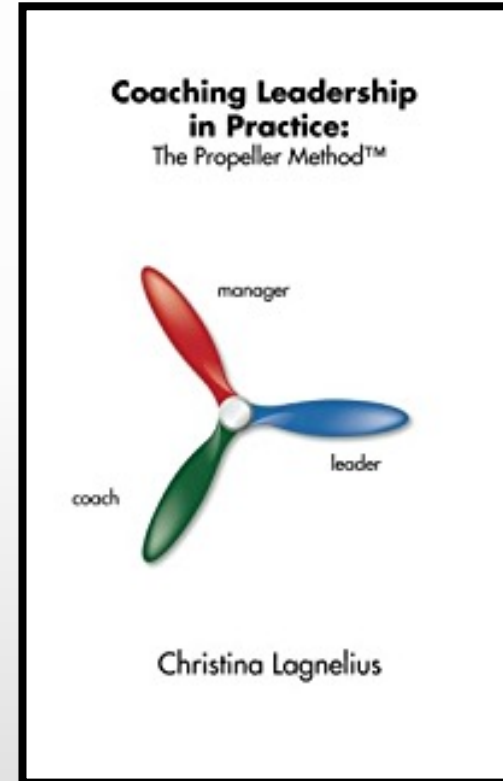
Rules of the game

Leadership



# LEADERSHIP

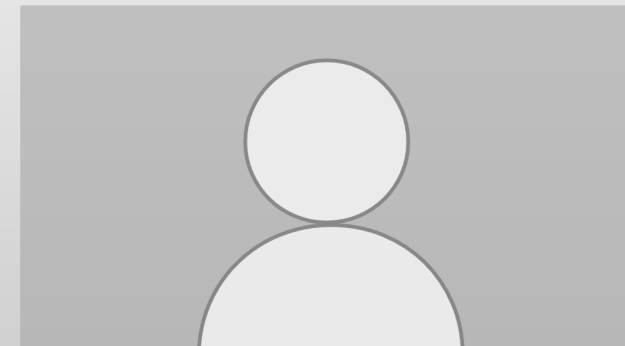
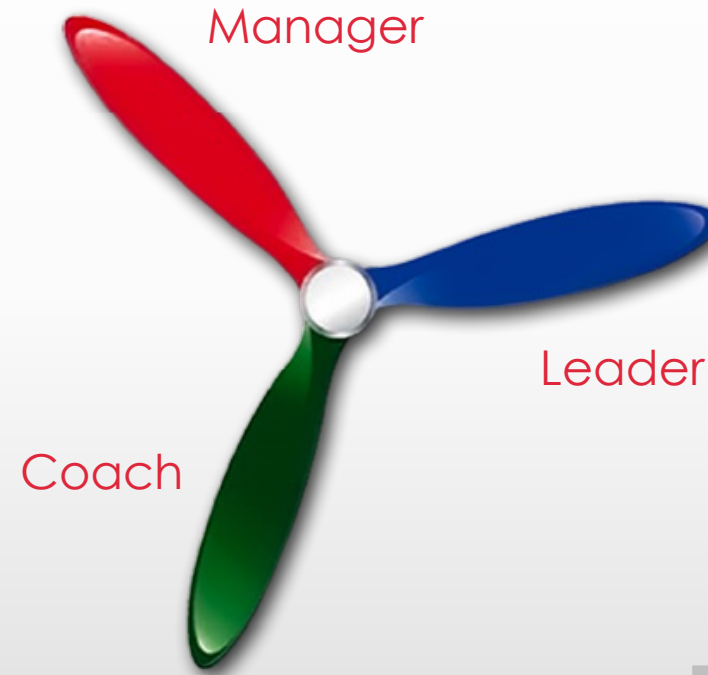
- Based on the book  
*Coaching leadership in practice*  
By Christina Lagnelius





# PROPELLER MODEL

- Manager  
→ From an organisation
- Coach  
→ From the surrounding
- Leader  
→ From yourself



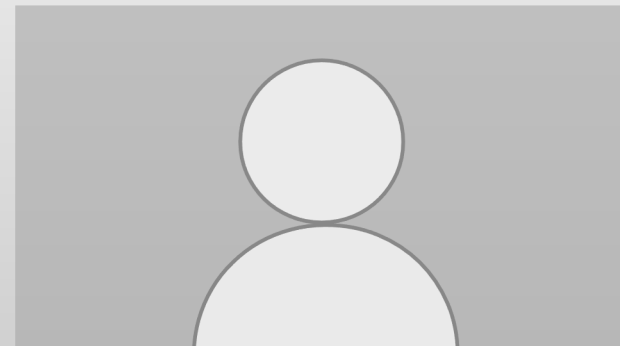
# MANAGER

- From an organisation
- Planning, Organizing, Controlling, Efficiency, Task-oriented, Results-focused, Decision-making, Resource allocation, Goal-setting



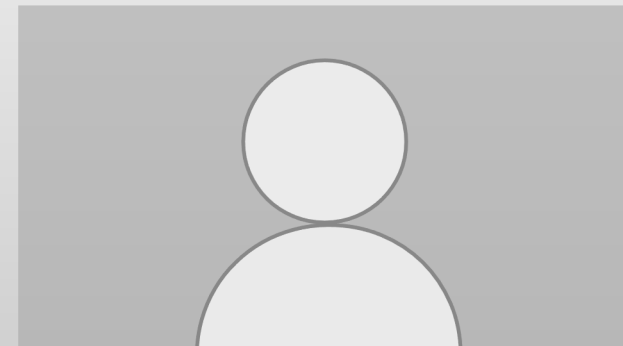
# LEADER

- From yourself
- Inspiring, Motivating, Visionary, Relationship-oriented, Collaborative, Empathetic, Trustworthy, Communication, Role model



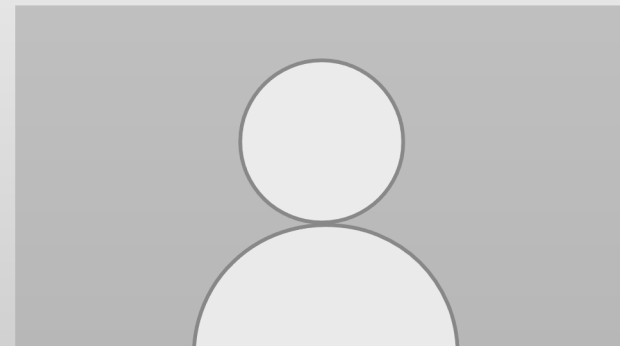
# COACH

- From the surrounding
- Developing, Mentoring, Training, Feedback, Empowering, Personal growth, Skill-building, Supportive, Goal-oriented



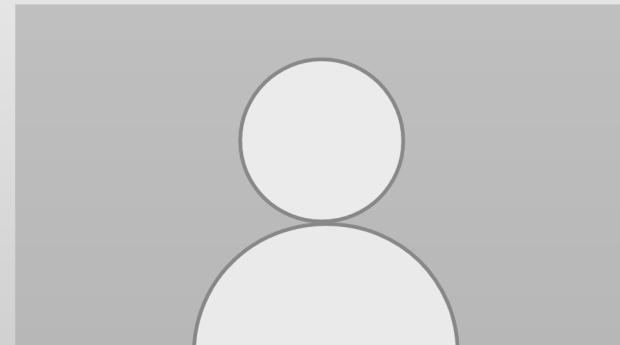
# PROPELLER MODEL

- "Keep a balanced propeller"
- All blades are important.
- The blades can be used in different situations on the field.



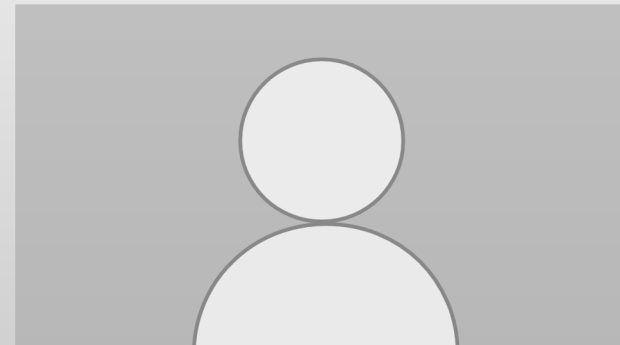
# COACHING LEADERSHIP

- Encourage good behavior
- Avoid “bad” words
  - Say “Do this/that”
  - Instead of “Don’t do this/that!”
- Communicate with the players



# HOW TO ACT AS A LEADER

- You will be seen as a role-model
- Look appropriate
- Stay professional
- Follow the rules
- Stay humble





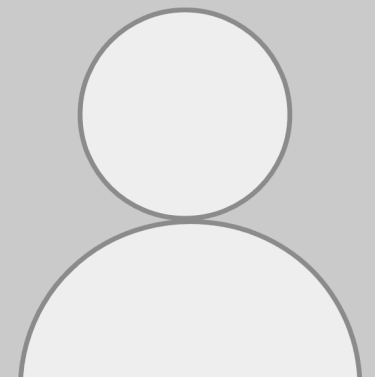
# QUESTIONS?



Introduction

Rules of the game

Leadership





**WORLD**  
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**CUP**

