BFF MATCH RECORD 2019/20

PENALTY CODES: 201 Hit, 202 Blocking stick, 203 Lifting stick, 204 Kick, 205 High kick, 206 High stick, 207 Pushing, 208 Tackle/Trip, 209 Holding, 210 Obstruction, 211 Incorrect distance, 212 Lying play, 213 Hands, 215 Incorrect substitution, 216 Too many players, 217 Repeated offences, 218 Delaying, 219 Protest, 220 Incorrect entering the rink, 221 Incorrect equipment, 222 Measuring stick, 224 Play without stick, 225 Non-removal of broken stick, 501 Violent Hit, 502 Dangerous play, 503 Hooking, 504 Roughing, 101 Unsportsmanlike behaviour, 301 M1, 302 M2, 303 M3 **GOAL CODES:** PP Power Play, SH Short Handed, ESH Equally Short Handed, DP Delayed Penalty, SH Short Handed, WG Without Goalkeeper, PS Penalty Shot, MPS Missed Penalty Shot, SD Sudden death, ET Extra Time

Competition

Venue

Date — Match number

Start time — : — End time — :

Final result	1st period	2nd period	3rd period	Extra time
-	-	-	-	-

Home goalkeepers saves

Nr.	Per.	Time	1	2	3	ET	Total
	1	0:00					
		:					
		:					
		:					

Away goalkeepers saves

Nr.	Per.	Time	1	2	3	ET	Total
	1	0:00					
		:					
		:					
		:					

Time outs

Team	Per.	Time
Home		:
Away		:

Match penalty ☐

Remarkable conditions ☐

MVP Home — MVP Away

Total attendance

END-OF-GAME SIGNATURES

Name match secretary

Signature match secretary

Signature home team

Signature away team

Name referee 1

Signature referee 1

Name referee 2

Signature referee 2

BFF Website: www.floorballbelgium.be

After the match(es): send the final score of the match, including the scores per period, to info@floorballbelgium.be or 0493 30 84 95.

HOME TEAM

Nr.	Players (last name and first name) in number order	Date of birth	G/C

Officials		
1 Name	2 Name	4 Name
1 Signature	3 Name	5 Name

AWAY TEAM

Nr.	Players (last name and first name) in number order	Date of birth	G/C

Officials		
1 Name	2 Name	4 Name
1 Signature	3 Name	5 Name

Per.	Time	H/A	Nr.	Score	H/A	Assist	Min.	Code
	:			-				
	:			-				
	:			-				
	:			-				
	:			-				
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Completion of the BFF Match Record

The match secretariat completes the following:

Before the match: Competition (Belgian Floorball League: Adults [Division 1, 2, 3 East or 3 West]/Women/U19/U16/U13 [East or West, Top or Bottom]/U10; Belgian Cup; Play-offs Championship; Play-offs Promotion-Relegation [D1-D2, D2-D3 or D3 Qualification games]); Venue; Date (eight figures [dd-mm-yyyy]); Match nr., Teams.

During the match: Start time of the match, Match events: Per. (1,2,3 or ET [extra time]; Time (four figures [mm:ss]); Nr. (H14=nr.14 home team, A3=nr.3 away team), if:
- **GOAL:** Score (1-0, 1-1, etc.); Assist if applicable (H3, A4, etc.); add special situation code according to list below if applicable;
- **PENALTY SHOT:** Score (1-0, 1-1, etc.) and code PS;
- **MISSED penalty shot:** the column for score shall be left empty but add code MPS;
- **BENCH PENALTY:** Minutes of the penalty (i.e., B2); Penalty code (i.e., 201) according to penalty codes below; A player that serves a bench penalty for another player shall be noted with number in brackets in the row of the penalized player (i.e., M1+B5).
If applicable, time out of the team (time).
If there is not enough space for all match events - continue on a new sheet! Period results shall be completed by the final result.

After the match: End time of the match; Final result; Total attendance; Goalkeeper saves (compulsory for Adults D1 and the Women's League); Match secretary's name and signature. Optional: Best player rewards (player nr. of MVP home and away).

The team staff completes the following:

Before the match: Player nr.s; Family name; First name; Birthdate (eight figures [dd-mm-yyyy]) and markings of the goalkeeper with a "G" and team captain with a "C" in the G/C squares. Team officials 1-5 shall be filled in and Official 1 signs the player's list to confirm the correctness of the players.

After the match: A team representative signs the match record for the second time.

The referees check and complete the following:

Before the match: Referee's name in printed letters. Check that the player's lists are completed and confirmed with the signature of team official 1. Scrap the empty parts of the player's lists on the match record.

After the match: Check that everything is correctly completed and that no information is missing on the match record, scrap the empty parts of the match events on the match record, whereafter referees shall sign the match record.
If a match penalty has been imposed, the box shall be ticked and notes written to the reverse of the match record. If an M3 has been imposed, a separate report (referee report) shall be sent to the BFF. If there are remarkable conditions, the box shall be ticked and notes written to the reverse of the match record.

Penalty codes			Special situation codes			
Offences leading to a 2-minute bench penalty			PP	Power Play	PPDP	Power play + Delayed Penalty
Code	**Offence**	**Rule**	SH	Short Handed	SHDP	Short handed + Delayed Penalty
201	Hit	605.1	ESH	Equally Short Handed	ESHDP	Equally short handed + Delayed Penalty
202	Blocking of the stick	605.1	DP	Delayed Penalty	PPEN	Power Play + Empty Net
203	Lifting of the stick	605.1	OG	Own Goal	SHEN	Short Handed + Empty Net
204	Kick	605.1	EN	Empty Net	ESHEN	Equally Short Handed + Empty Net
205	High kick	605.2	WG	Without Goalkeeper	DPEN	Delayed Penalty + Empty Net
206	High stick	605.2,3	SD	Sudden Death	PS	Penalty Shot
207	Pushing	605.5	ET	Extra Time (marked with result)	MPS	Missed Penalty Shot
208	Tackle or Tripping	605.6	**Remarkable conditions**			
209	Holding	605.2				
210	Obstruction	605.11				
211	Incorrect distance	605.12,13				
212	Lying play	605.14				
213	Hands	605.15				
215	Incorrect substitution	605.16				
216	Too many players on the rink	605.17				
217	Repeated offences	605.19				
218	Delaying the play	605.20,21				
219	Protesting	605.22				
220	Incorrect entering of the rink	605.18				
221	Incorrect equipment	605.8,24,25,26				
222	Measuring of a stick	605.7				
224	Play without a stick	605.8				
225	Omit to remove a broken stick	605.10				
Offences leading to a 2-minute bench penalty						
501	Violent hit	607.1				
502	Dangerous play	607.1				
503	Hooking	607.2				
504	Roughing	607.3.4.5				
Offences leading to a B2+P10 penalty		**Reporter**				
101	Unsportsmanlike behaviour	610.1				
Offences leading to a match penalty		**Phone number**				
301	Match penalty 1	613.1-6				
302	Match penalty 2	615.1-6	**Signature**			
303	Match penalty 3	617.1-4				

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Goalkeeper Saves Guide

As of the 2019/20 season, we will start keeping track of goalkeeper statistics to compare goalkeeper performances in the Belgian Leagues. Specifically, we will count 'saves': shots on target, on the post, on the bar or towards the goal, which are saved by the goalkeeper. The match secretariat will keep count of saves in the Adults First Division (D1) and Women's League matches, and optionally in all other Leagues and Divisions.

Shots count as saves when:
▶ The ball is intentionally directed towards the goal rectangle and the goalkeeper prevents it from crossing the line.
▶ The goalkeeper saves a shot where the statistician cannot determine if it would have gone into the goal (i.e., close to the post, just over the crossbar).

Shots are not counted as saves when:
▶ The ball hits the frame of the goal and does not cross the goal line (i.e., the ball hits the post from the outside or the crossbar). This includes when the ball hits the netting from the outside or the base of the goal.
▶ The goalkeeper chooses to play the ball after a play that is **clearly** not a shot towards the goal (e.g., a *hard pass* from the side of the board, towards the goal area, but not directed to the cage: the goalkeeper kicks the ball away with his/her leg to prevent that an opponent has an easy shot).
▶ A goalkeeper stops a shot outside of the goalkeeper area (when he/she is considered as a field player).
▶ A play is made where the ball is not shot towards the goal but ends up crossing the goal line (i.e., pass parallel to the goal line that gets deflected into the goal).

Procedure

The match secretariat member in charge of counting the saves can keep track of the saves during the matches by using the 'Goalkeeper saves template' (see examples on the next page). The template facilitates the counting of the goalkeeper saves:

▶ Mention the player number of the starting goalkeepers of the HOME and AWAY teams.

▶ Count the saves per period (for example by putting a stripe per save in the table) and adding them up after each period.

⚠ In case of a goalkeeper change during the match, it is very important to note down the player number of the new goalkeeper and the time [mm:ss] at which the new goalkeeper enters the field (see template example 2 on the next page). *Even if a goalkeeper has already been on the field prior to a previous goalkeeper change (during the same match), the player number and the second time of entrance on the field [mm:ss] must be mentioned again in the template.* For an accurate goalkeeper statistic, it is fundamental to keep track of the exact time at which goalkeeper enters the field.

▶ Once the match is over, transfer the information from the template table to the match record, indicating the goalkeeper number, starting time and period period, number of saves per period and the total number of saves (see the small tables on the next page).

Template example 1:

SAVES	HOME Goalie 1		HOME Goalie 2		HOME Goalie 3	
	Number	**Starting time**	**Number**	**Starting time**	**Number**	**Starting time**
	99	00:00				
1st period:	卌 卌.	10				
2nd period:	|||	3				
3rd period:	卌 |||	8				
Extra time:						

Home goalkeepers saves

Nr.	Per.	Time	1	2	3	ET	Total
99	1	00:00	10	3	8	1	21
		:					
		:					

Template example 2:

SAVES	AWAY Goalie 1		AWAY Goalie 2		AWAY Goalie 3	
	Number	**Starting time**	**Number**	**Starting time**	**Number**	**Starting time**
	1	00:00	89	7:00		
1st period:	卌 ||	7				
2nd period:	卌 卌.	10				
3rd period:	|||	3	卌 卌 |||	13		
Extra time:						

Away goalkeepers saves

Nr.	Per.	Time	1	2	3	ET	Total
1	1	00:00	7	10	3		20
89	3	7:00			13		13
		:					

Goalkeeper saves template

League:
Match:
Date:

SAVES

	HOME Goalie 1			HOME Goalie 2		HOME Goalie 3	
	Number	Starting time	00:00	Number	Starting time	Number	Starting time
1st period:							
2nd period:							
3rd period:							
Extra time:							

SAVES

	AWAY Goalie 1			AWAY Goalie 2		AWAY Goalie 3	
	Number	Starting time	00:00	Number	Starting time	Number	Starting time
1st period:							
2nd period:							
3rd period:							
Extra time:							