

INTRAMURAL BROOMBALL RULES

Men's, Women's, and Co-Rec

Broomball is a game very much like hockey. Most hockey rules apply, except that the game is played with a regulation broomball stick (which is shaped like a broom) and a regulation broomball (which is a heavy plastic ball, slightly bigger than a softball). Campus Recreation provides sticks and balls. The game is played on an ice hockey rink. Players are **not allowed to wear skates**. Campus Recreation reserves the right to revise, or update, at any time, any rules related to intramural broomball.

A. Players' Equipment

1. Footwear: Rubber soled non-marking tennis or basketball type shoes suitable for running on ice are recommended. No spikes, cleats, heavy boots, or similar footwear is allowed. **Broomball shoes are not allowed.**
2. Gloves, shin pads, elbow pads, and mouthpiece are optional, but recommended. Shin pads or elbow pads must be worn under clothing. Hockey goalie equipment, with the exception of a goalie helmet, are not allowed. Hand protection is limited to the use of mittens or gloves. Helmets are mandatory and will be provided by Campus Recreation. You may use your own helmet if you have one.
3. Balls and sticks will be provided by Campus Recreation and must be used. You may not use your own broomball stick.
4. Broomball adheres to the Intramural Handbook's jersey policy. Please plan accordingly.
5. **All jewelry must be removed.**

B. Officials

1. The officials shall not permit any player to wear equipment that, in their judgment is dangerous to other players. Players may not wear jewelry. The officials shall make the final decision on acceptable equipment.
2. The officials shall have power to make decisions on any points not specifically covered in the rules. The officials shall conduct the game in accordance with the rules.
3. The officials shall penalize unsportsmanlike conduct by any player, coach, substitute, team attendant, or spectator by removing them from the game and the area. If such an event occurs, it will be reflected in that team's sportsmanship rating.
4. There is one official per game. He or she will keep track of the time with a stopwatch and record the score.

C. The Team and Players

1. Teams consist of six players, one being the goalie. A minimum of four players is required to start the game. In Co-Rec, a minimum of 2 players of each gender is required. At no time may the number of males or females on the ice exceed 3.

Legal Co-Rec Lineups

Men	Women
3	2
3	3
2	2
2	3

2. Each team will designate one captain. They will be the only individual to discuss with the officials any questions related to rules interpretation.
3. The team captain will notify the officials when their team pulls the goalie, or subsequently, puts the goalie back into the game.
4. If multiple penalties occur, a team can only play 2 people short of the number they have on the ice at full strength (for example, a team with a full strength of 5 or 6 can only have 2 teammates serving penalties at one time). If a team only has 4 playing at full strength, then a minimum of 3 players per team will be on the ice in a multiple penalty situation (only one person serving a penalty at a time). Should another penalty occur when a team is already playing at their designated minimum, that penalty is to be served after the first penalty has concluded.
5. In a simultaneous minor penalty situation where both teams are at even strength and one team scores a goal, nobody returns to the ice. Therefore, a team cannot score and make themselves short-handed.
6. If a team is playing two players short of full strength and a third penalty occurs, that offending player's penalty time will not start until they report to the box, and the individuals already in the box must wait for that person to report to the box before leaving the penalty box.
7. Teams may only have two (2) club ice hockey or roller hockey members on their roster.

D. Timing and Scoring

1. **Game time is forfeit time.** Teams should report to the Intramural Facility Manager at least fifteen minutes prior to their scheduled game time. **A legal team may give a team that is missing players a 10 minutes grace period to field a legal team or they can take the win by forfeit immediately. If the 10 minute grace period is granted, the legal team must wait out the duration of the period and may not accept a forfeit until the 10 minute period has passed and only if the opposing team still does not have enough players. The game clock will start at game time even if a 10 minute grace period is granted.**
2. Teams shall switch ends at half time. There is no slaughter rule in broom ball.
3. If the game is tied at the end of regulation during the regular season, it goes to a shootout. For the shootout, the goal will be brought over to the hockey goalie crease so officials have a goal line to judge from. Four players from each team will attempt a penalty shot from the designated penalty shot line-5 yards in front of the goal line. In Co-Rec, shooters must be 2 of each gender. Shooters must alternate gender when shooting. If still tied, the shoot-out procedure will continue in sudden death fashion (i.e. one player from each team attempts a shot, and if still tied, one more from each team until the tie is broken).

Shoot-out Rules:

- a. Goalies can take shoot-out shots.
- b. Every player on a team (both players on the ice and on the bench) must shoot before any player can shoot a second time except in co-rec. The first four to shoot must be four of the people on the ice at the end of regulation. In Co-Rec, no person of the same gender may shoot a second time until each player of that gender has shot once.

- c. No player in the penalty box at the end of regulation may participate in the shoot-out.
 - d. Shoot-out and penalty shots will be taken from 5 yards in front of the goal line with all other players behind and away from the shooter, except the goalie.
 - e. On the referee's whistle, the shooter may take the shot from the spot. The shooter may only contact a shoot-out or penalty shot once. There are no rebounds. Shooters may not dribble the ball in toward the goal. If the player strikes the ball before the referee's whistle, the shot is deemed no good and there is no retry.
 - f. No faking of shoot-out or penalty shots. If done, either successful or unsuccessful, the goal does not count and there is no retry.
 - g. High sticking regulations apply, thus the backward and forward arc of the stick during the swing of a shot must be kept below the waist. If in violation, the shot is no good and there is no retry.
 - h. The goalie must remain in the crease until the ball is touched. The goalie may not throw their stick or glove. A goal shall be scored if they are in violation whether or not the shot is good.
 - i. If, during a penalty shot, any player on the opposing team causes a distraction or interference, a second penalty shot attempt shall be awarded (provided the first attempt was unsuccessful) and a misconduct penalty will be given.
4. The following provisions apply to penalty shots awarded during the game:
- a. If a goal is scored off a penalty shot, play will resume with a face-off at center ice.
 - b. If the penalty shot is not successful, there will be a face-off at the nearest face-off circle.
 - c. Rules D-3-d, e, f, g, h, i above apply to penalty shots.
 - d. The fouled player must take the penalty shot, unless they are physically incapable of doing so. In such a case, the fouled player's team captain will choose from another player on the ice.

E. General Rules of Play

1. **THERE IS ABSOLUTELY NO CHECKING!!!** Penalty: Ejection and 5-minute major penalty. Another player must serve the ejected player's 5 minute penalty and the team must play short for that time.
2. Play begins with a face-off at center ice with players in their defensive zone. A face-off at center ice also occurs after a goal is scored and at the beginning of each period. Any faceoff requires all players not facing off to be at least 6 feet from the face-off spot. . The ball is placed at center ice. Two opposing centers will stand on their respective side of the ball. At the referee's signal, the centers will strike the ice, and then strike their sticks together. This is to be done three times. Following the third striking of the brooms, the players are allowed to strike the ball. The ball is put in play by this method at the beginning of each period, after each goal, and after a penalty shot.
3. The ball must be passed from player to player using the stick. **NO KICKING.** If kicked, an indirect shot is awarded to the opponent at spot of infraction. A defensive player may use their foot to stop the ball in a defensive manner, but cannot kick it to knock it away from an offensive player. The referee will use their discretion in this situation. A player may also use their feet to maintain control of the ball, however, dribbling the ball like a soccer player is not permitted.
4. To score, the ball must be hit with the broomball stick into the goal. No goal for a ball diverted into the goal by an offensive players' foot or other body part. The entire ball must cross goal line. A shot that ricochets off of a defense player and into the net is good.

5. Players may not catch the ball. They may knock it down with their hand, but if this occurs, they must be the first to play it with their broom before it touches another team member. If this rule is violated it is called a hand pass and an indirect shot is awarded to the opponent at the spot of the infraction.

6. **A broom may never be swung above waist height.** This will result in a minor violation--the ball being awarded to the opponent at the spot of the infraction for an indirect shot.

7. A ball knocked out of play will be put back in play by the opposing team at the spot nearest where the ball left the playing arena.

8. Players must play the ball, and not the body, at all times.

9. After each penalty, the team who did not commit the penalty will be given possession and awarded an indirect shot from center ice to restart play.

10. A ball lodged or caught behind the net/goal is blown dead and a face-off occurs at the nearest face-off spot.

11. Player's are permitted to lay down, and or slide in a defensive manner to block a shot or pass. A player can only play the ball offensively if he or she is standing or sliding on one knee. Violations will result in an indirect shot.

F. Substitution

1. Players may substitute during live ball situations providing the following conditions:

a. Players entering the game must wait until the player leaving the floor is completely off the ice before entering the playing area.

b. Players leaving the ice must exit at the same place that the substitute is entering the ice.

c. Goalies must notify the referee when substituting.

2. Players entering the ice after an expired penalty may not participate in a play until touching the centerline along the sideline.

G. Goalies

1. May use a broom.

2. Can use their hands and may catch and/or freeze the ball as long as some part of their body is in the crease. If completely out of the crease and ball is frozen, an indirect shot is awarded to the opponent at the spot of the infraction. If the goalie elects to freeze the ball, a faceoff should take place at the closest faceoff circle. If faceoff circles are not available, award an indirect shot to the opposing team at center ice.

3. The goalie may not roll or throw the ball out of their own half of the ice without another player from either team touching the pass before the center line. If this occurs, possession of the ball will be given to the opponent at center ice for an indirect shot.

4. A goalie leaving the crease loses all goalie privileges.

5. Goalie may wear a softball or baseball glove. Hockey goalie trappers and blockers are not allowed. **A helmet with a facemask is required** and will be provided. Goalies have first priority towards helmets with a facemask.

6. The goalie may be pulled or put back into goal at any time, as long as the officials have been notified.

7. No player, offensive or defensive, except the goalie is allowed in the crease area. A goal scored by offensive player in the crease is disallowed, unless a defensive player bumped the offensive player into the crease. A penalty shot will be awarded to the last offensive player to touch the ball if a defensive player stops a scoring chance within the crease. The goal crease is an imaginary 4-foot radius making a half-circle and extends from the center point of the goal line perpendicular from the front of the goal.

8. Goalies will serve all penalties they receive.

H. Offside: There will be no off-sides in broomball except during face-off situations where players must be in their own defensive zone.

I. Minor Violations/Indirect Shots--The following violations will be penalized by awarding the ball to the opponent at the spot of the infraction for an **indirect shot**:

1. Playing the ball with a high stick when others are not close and in a non-threatening manner.

2. Hand passes or kicking the ball to another team member.

3. Players other than goalie catching/freezing the ball.

4. Goalie completely out of the crease freezes the ball.

5. Goalie rolling/throwing the ball past center ice without it being touched by another player on either team (ball awarded at center ice).

6. Off-sides on face-off situations.

7. Player in the crease or breaking plane of crease with stick or body. When the offensive team breaks this rule, the official shall stop play immediately and award the indirect shot. When the defensive team violates this rule, the official will blow the whistle and award the indirect shot only when the ball has come into the possession of the defensive team. If defense stops a goal or ball in the crease, penalty shot awarded to attacking team.

A goal may not be scored directly from an **indirect shot**. The ball must be touched first by a teammate or an opponent besides the goalie before going into the goal to count.

8. Indirect shots shall be taken from the point of the infraction/violation with the following exception:

Any infraction/violation by the attacking team (offensive) which occurs in the attacking zone will result in an indirect shot from the centerline.

J. PENALTIES

1. Penalty time shall be kept by "stopped time". Stopped time begins as soon as a penalty or violation occurs.

2. Minor violations - indirect shot (clock does not stop).

3. Minor penalty - penalized player removed for two (2) minutes during which time no substitute is permitted unless the penalized team is scored upon.

4. Major penalty - penalized player removed for five (5) minutes during which time no substitute is permitted, not even if the penalized team is scored upon.

5. Misconduct penalty - penalized player is removed for ten (10) minutes during which time a substitute is permitted immediately.

6. Game penalty - penalized player is ejected for the remainder of the game

NOTE: For a second (2) major penalty to the same player in a game, the player shall be ejected from the game.

7. After each penalty is called, the team who did not commit the penalty gets possession of the ball with an indirect shot from center ice to restart play.

K. Two-Minute Minor Penalties

1. High sticking, or brooms carried in a manner considered dangerous by the official.
2. Too many players on the ice.
3. Deliberate delay of game. This shall include a player who deliberately or intentionally knocks or shoots the ball out of the reach of the official who is retrieving it or shoots the ball out of the playing area.
4. Goalie who participates in a play in any manner beyond the centerline and has not reported to the official that they are leaving the crease.
5. Crosschecking and pushing off with the hands.
6. Slashing with the broom.
7. Interference - imposed on a player who interferes with or impedes the progress of an opponent who is not in possession of the ball, who knocks a broom out of an opponent's hand, or who prevents a player from regaining possession of a dropped stick.
8. Holding, tripping and elbowing.
9. Unnecessary roughness - A minor or major penalty may be imposed on any player.
10. Slapping of brooms or any other equipment on the playing floor or in an inappropriate manner.
11. Playing with a broken broom. Player must drop the broom to the floor immediately.
12. Sliding into opponents (both intentional and unintentional).
13. Throwing a broom, glove or any other piece of equipment at the ball or opponent in possession of the ball while it is in play.
13. Removing helmet during play, including shoot-outs.

L. Five-Minute Major Penalties

1. Checking and crosschecking a goalie (plus ejection).
2. Charging (taking a running start and checking an opponent)
3. Boarding - shall be imposed on any player who body checks, cross checks, elbows, charges, trips, or throws an opponent into the boards or ice.

M. Penalties Resulting in a Penalty Shot

1. Defensive player other than the goalie stopping the ball in the crease or knocking the ball out of the crease with a chance of scoring. The only exception to this rule is if a team chooses to pull their goalie. In such a case, one defensive player is allowed in the crease and must remain standing in order to play the ball.
2. Offensive player has obvious breakaway when defensive player throws anything at the player, including the body or the broom, and makes him/her lose control.
3. When defensive player catches up to the offensive player from behind and plays the body instead of the ball.
4. See Rules D-3-d, e, f, g, h, i and Rule D-4 for penalty shot administration.
5. Throwing a stick or helmet in frustration or anger.

N. Game Penalties/Ejections

1. Violations that result in the penalized player being ejected from the game:
2. Fighting - a player shall also be ejected for joining in an altercation or fight.
3. Deliberate roughing of an opponent CHECKING.
4. Slashing, spearing, butting, or swinging stick at a player (hitting or missing).
5. Attempt to injure an opponent.
6. Unsportsmanlike conduct or repeated acts of abuse to officials.
7. Player(s) using obscene gestures or language.
8. Players leaving bench or sidelines to participate in an altercation.
9. Goalie participating in play beyond center (i.e. altercation).
10. Verbal abuse to officials.
11. Any player who, after being warned by an official, persists in any action designed to delay the game or incite an opponent into an altercation or penalty.
12. The second minor or major penalty by one player will result in a game ejection penalty. Please the intramural handbook for more information on ejections and suspensions.

P. Other policies

1. **No Alcohol Allowed.** Anyone who has been drinking will be ejected immediately and removed from the building.
2. If fan abuse toward a team or any of the officials reaches an unacceptable level, those individuals will be ejected from the facility and a team penalty may be assessed to the team responsible for the fans.
3. Participants should be aware that there is a risk of injury in intramural activities due to the inherent nature of the activities. Individuals participate in intramural activities at their own risk!