

BROOMBALL RULES

Players' Equipment

- A.** Footwear: Rubber soled non-marking tennis or basketball type shoes suitable for running on ice are recommended. No spikes, cleats, heavy boots, street shoes, or similar footwear is allowed.
- B.** Gloves, shin pads, elbow pads, and mouth piece are optional, but recommended. Shin pads or elbow pads must be worn under clothing. Hand protection is limited to the use of mittens or gloves. Softball gloves may be used by the goalie but will not be provided by the Intramural Office.
- C.** Balls and sticks will be provided by the Intramural Office. Players may use their own sticks if first approved by Sport Supervisor.
- D.** All jewelry must be removed or taped, Intramurals will not supply tape.

Officials or Court Monitor/Supervisor

- A.** The officials shall not permit any player to wear equipment which, in his/her judgment, is dangerous to other players. Players may not wear jewelry. The officials shall make the final decision on acceptable equipment.
- B.** 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.
- C.** The officials shall penalize unsportsmanlike conduct by any player, coach, substitute, team attendant, or spectator by removing them from the game and the area.
- D.** One official shall be in charge of the game time with one stopwatch. Officials may call time out in case of injury, emergency, or broken equipment on the ice.

The Team and Players

- A.** Teams consist of five players, one being the goalie. A minimum of three players is required to start the game.
- B.** Each team will designate one captain. He/she will be the only individual to discuss rules or rule interruptions with the officials.
- C.** The team captain will notify the officials when their team pulls the goalie, or subsequently, puts the goalie back into the game.
- D.** If multiple penalties occur, a team may only play 2 players short of what they would have at "full strength".
- E.** 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.

Timing and Scoring

- A.** Teams will have ten minutes from the scheduled start time to field a team. Teams should report to the Intramural Supervisor or his/her designee ten minutes before game time.
- B.** A coin toss or other form of decision making (paper, rock, scissors, etc.) at the beginning of the game will determine which goal will be defended. Broomball is played in two 20-minute periods of running time with two minutes between periods, no timeouts. Teams shall switch ends at the end of each period.
- C.** In the playoffs (regular seasons will end in a tie) if the game is tied at the end regulation, there is a 5 minute golden goal overtime period. If the overtime ends in a tie, a shoot-out will take place. Five players from each team will attempt a penalty shot from the designated penalty shot line-5 yards in front of the goal line. 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).

D. 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. 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 overtime 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. At the referee's instruction, the shooter may take the shot from the spot. A shoot-out or penalty shot may only be contacted once by the shooter. There are no rebounds. Shooters may not dribble the ball in toward the goal.
- 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. The backward and forward arc of the stick during the swing of his/her shot must be kept below shoulder height. If in violation, the shot is no good and no retry.
- h. The goalie must remain in the crease until the ball is touched. The goalie may not throw his stick or glove. A goal shall be scored if he/she is 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.

If a penalty shot is awarded during the game, the following provisions apply:

- i. If a goal is scored off a penalty shot, play will resume with a face-off at center ice.
- ii. If the penalty shot is not successful, there will be a face-off at the nearest face-off circle.
- iii. The fouled player must make the penalty shot, unless he/she is physically incapable of doing so. In such a case, the captain will choose from a participating player on the ice.

General Rules of Play

- A.** THERE IS ABSOLUTELY NO CHECKING!!! Penalty: Ejection and 5-minute major penalty.
- B.** 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 face-off requires all players not facing off to be at least 6 feet from the face-off spot.
- C.** The ball must be passed from player to player using the stick. Kicking is allowed. However, a goal scored by kicking will result in a no goal and an indirect shot awarded to the opponent at center ice.
- D.** To score, 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. Entire ball must cross goal line. If a male scores the goal it is one point.
- E.** Players may 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. No hand passes.
- F.** A broom may never be swung above shoulder height. (If the shoulders lower to shoot or pass the ball this then is the shoulder height) This results a 2-minute minor penalty.
- G.** A ball knocked out of play will be an indirect shot by the opposing at the spot closes to the last spot the ball was in play.
- H.** Players must play the ball, and not the body, at all times.
- I.** After each penalty, a face-off will result at the face-off circle nearest the spot of the penalty. Face-offs will be made at the center circle when the penalty occurred in the attacking area of the player/team being penalized.

Substitution

- A.** 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.

D. Players entering the ice after an expired penalty may not participate in a play until touching the center line along the sideline.

Goalies

- A. May use a broom.
- B. 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.
- C. A goalie in possession of the ball has 5 seconds to get rid of it. Opponents must back off enough to allow the goalie to pass the ball. After 5 seconds a faceoff will occur at the closest faceoff spot.
- D. The goalie may not roll or throw the ball out of their half of the ice from the crease. If this occurs, possession of the ball will be given to the opponent at center ice for an indirect shot.
- E. A goalie leaving the crease loses all goalie privileges.
- F. Goalie may use goalie thigh/shin pads that are under their clothing and be taped, no hockey pads are allowed, but may wear a softball glove and dress similar to other players.
- G. The goalie may be pulled or put back into goal at any time, as long as the officials have been notified.
- H. Goalies will serve all penalties they receive.

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:

- A. Playing the ball with a high stick when others are not close and in a non-threatening manner.
- B. Hand passes to another team member.
- C. Players other than goalie catching/freezing the ball.
- D. Goalie completely out of the crease freezes the ball.
- E. Goalie holding the ball longer than 5 seconds the ball will be frozen and a face off will occur at the nearest faceoff spot.
- F. Goalie rolling/throwing the ball past center ice without it being touched by another player on either team (ball awarded at center ice).
- G. Off sides on face-off situations.
- H. Blocking the goalie from releasing the ball after a save.

PENALTIES

Penalty time shall be kept by "stopped time". Stopped time begins as soon as a player(s) reports to the penalty box.

- A. Minor violations - indirect shot (clock does not stop).
 - B. Minor penalty - penalized player removed for two (2) minutes during which time no substitute is permitted unless the penalized team is scored upon.
 - C. 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.
 - D. Misconduct penalty - penalized player is removed for ten (10) minutes during which time a substitute is permitted immediately.
 - E. Game penalty - penalized player is ejected for the remainder of the game and must set up an appointment with the Assistant Director for Intramural Sports or his/her designee prior to playing any intramural activity or forfeiture will result for the teams and games played.
- NOTE: For a second (2) major penalty to the same player in a game, the player shall be ejected from the game. A mandatory meeting must be set up with the Director for Intramural Sports or his/her designee prior to playing any intramural activity or forfeiture will result for the teams and games played.
- F. After each penalty, a face-off will result at the face-off circle nearest the spot of the penalty.

Face-offs will be made at the center circle when the penalty occurred in the attacking area of the player/team being penalized.

Two-Minute Minor Penalties

- A. High sticking or brooms carried in a manner considered dangerous by the official.
- B. Too many players on the ice.
- C. 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.
- D. Goalie who participates in a play in any manner beyond the center line.
- E. Cross-checking and pushing off with the hands.
- F. 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.
- G. Holding, tripping and elbowing.
- H. Unnecessary roughness - A minor or major penalty may be imposed on any player.
- I. Slapping of brooms or any other equipment on the playing floor or in an inappropriate manner.
- J. Playing with a broken broom. Player must drop the broom to the floor immediately.
- K. Sliding into opponents (both intentional and unintentional)

Five-Minute Major Penalties

- A. Checking and cross-checking a goalie (plus ejection).
- B. Charging
- C. Throwing broom or gloves at a ball
- D. Boarding - shall be imposed on any player who body checks, cross checks, elbows, charges, trips, or throws an opponent into the boards or ice.

Penalties Resulting in a Penalty Shot

- A. 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.
- B. 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.
- C. When defensive player catches up to the offensive player from behind and plays the body instead of the ball.
- D. Throwing any object in frustration or anger.

Misconduct Penalties

Violations which result in the penalized player receiving a ten (10) minute penalty with a substitute allowed:

- A. Verbal abuse to officials can result in immediate game penalty.
- B. Showing disrespect towards an official. A game penalty may be levied if the player persists in disrespectful behavior.
- C. 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.
- D. If, after the assessment of a misconduct penalty, a player persists in any course of conduct for which he/she has previously been assessed a misconduct penalty, a game penalty will be assessed.

Game Penalties/Ejections

Violations which result in the penalized player being ejected from the game:

- A. Fighting - a player shall also be ejected for joining in an altercation or fight.
- B. Deliberate roughing of an opponent-CHECKING.
- C. Slashing, spearing, butting, or swinging stick at a player (hitting or missing).

- D. Attempt to injure an opponent.
- E. Unsportsmanlike conduct or repeated acts of abuse to officials.
- F. Player(s) using obscene gestures or language.
- G. Players leaving bench or sidelines to participate in an altercation.

Other policies

A. No Alcohol Allowed. Anyone who has been drinking will be ejected immediately and removed from the building.

B. Participants should be aware that there is a risk of injury in intramural sports due to the inherent nature of the activities.

Mercy Rule

With less than 10 minutes to go in a game if a team leads by 10 goals or more, the game will be officially over.