



OHIO  
UNIVERSITY

## Division of Student Affairs INTRAMURAL SPORTS

### ***BROOMBALL RULES***

*BROOMBALL IS A CONTACT SPORT AND INJURIES ARE A POSSIBILITY. THE DEPARTMENT OF CAMPUS RECREATION INTRAMURAL SPORTS ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.*

THE GAMES WILL BE PLAYED ACCORDING TO THE **THIRD** EDITION OF THE USA BROOMBALL RULE BOOK WITH THE FOLLOWING OHIO UNIVERSITY CLARIFICATIONS AND EXCEPTIONS:

Due to the high volume of changes, no text appears in a grey highlight.

Coed A rules are indicated **with white text highlighted in black.**

Coed B rules are indicated with an underline.

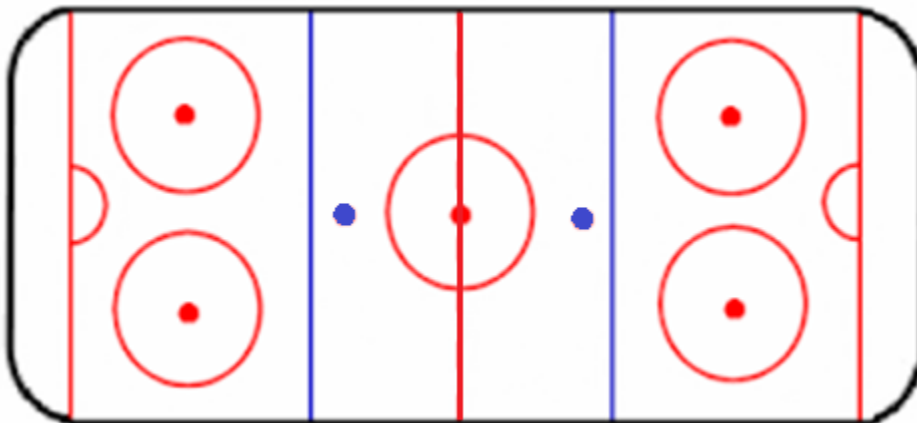
Rules that apply to both coed A and coed B are indicated **with underlined white text highlighted in black.**

#### **SECTION 1. THE GAME**

**Article 1.** Broomball is played with an inflated ball by two (2) teams of six (6) players each on a sheet of ice. Goals are scored when the ball enters the goal cage from the front, passing between the goal posts and going completely across the goal line. Four (4) players are required to avoid a forfeit. **In a coed game, three (3) players must be male, and three (3) players must be female. If a team has only five (5) players, they may not have more than one (1) more player of one gender on the ice than the other at any time. Four (4) players, two (2) males and two (2) females are required to avoid a forfeit.**

#### **SECTION 2. PLAYING SURFACE**

**Article 1.** The dimensions of the rink should approximately be 200 feet long and 85 feet wide. The rounded corners should be of a radius of at least 20 feet.



#### **SECTION 3. TEAM BENCHES**

**Article 1.** Benches or seat shall be provided for the use of team players and personnel. The bench shall be uniform for both teams, be able to accommodate at least 15 persons and be placed adjacent to the ice as near to the center of the rink as possible with two doors allowing access to the ice surface.

**Article 2.** Only players who are listed on the official roster shall be permitted to occupy a position on the team bench.

#### **SECTION 4. PENALTY BENCHES**

**Article 1.** Seats to accommodate at least four players per team, known as the “penalty bench,” shall be provided. Penalty benches for each team should be separate from each other and separate, when possible, from either team bench.

**Article 2.** The penalty benches are for the exclusive use of the minor officials and penalized players. No other person shall be allowed in the penalty bench.

#### **SECTION 5. REFEREE’S CREASE**

**Article 1.** A semi-circle of ten feet in radius marked with a line two inches wide, known as the “referee’s crease,” shall be marked on the ice directly in front of the penalty timekeeper’s seat. No player shall be allowed to enter into the referee’s crease without permission of the referee.

#### **SECTION 6. GOAL POSTS AND NETS**

**Article 1.** Goal posts shall be set ten feet from each end board of the rink and in the center of the goal line. The “goal line” is a two-inch wide red line, which is drawn entirely across the width of the playing surface.

**Article 2.** The goal posts shall extend vertically six feet above the ice surface. They shall be eight feet wide measured from the inside of the goal posts. The cross bar and goal post shall be made of the same material. The cross bar shall extend across the top of both posts. The goal cage shall be three feet in depth measured at the bottom and two feet in depth measured at the top.

**Article 3.** The goal posts and cross bars should be painted red in color.

**Article 4.** The goal area enclosed by the goal line and the base of the goal shall be white. It is acceptable to have it painted blue as done with a standard hockey rink.

**Article 5.** A net shall be attached to each goal frame. There shall be no tears or holes in the net that would permit the ball to pass through.

**Article 6.** Only balls provided by OUIIM Sports shall be legal for play.

#### **SECTION 7. GOAL CREASE**

**Article 1.** A semi-circle six feet in radius shall be marked on the surface of the ice in front of each goal by a two-inch wide line. The center of the goal line should be used as the center point to draw the goal crease. This area in the semi-circle shall be known as the “goal crease.” The goal crease is the same as the one used for youth ice hockey. It is also recommended that the entire area of the goal crease be shaded blue in color.

**Article 2.** The goal crease area includes all the space outlined by the semi-circular crease lines and extends vertically to the height of the goal cross bar.

**Article 3.** All defending players are allowed to be in the goal crease before the ball and may make a save during regulation and overtime regardless of the position of the goaltender.

**Article 4.** No defensive player shall cover the ball in the goal crease other than the goaltender. A penalty shot shall be assessed for violation of this rule. The non-offending team’s captain shall be given the option for the penalty shot or minor penalty. The captain will also be allowed to select the player of their choice to take the penalty shot.

**Article 5.** A crease violation shall be called on any attacking player who breaks the plane of the goal crease with their body or broom while their team is in possession of the ball.

## **SECTION 8. DIVISION OF THE ICE SURFACE**

**Article 1.** The ice surface between the two goals shall be divided into three parts by two, 12 inch blue lines drawn completely across the ice parallel to the goal line, extend up the side boards and being 60 feet from the goal line.

**Article 2.** A center line 12 inches wide shall be drawn across the exact center of the rink in the same manner as the two blue lines. It is recommended that the center line is red in color.

**Article 3.** The “Defending Zone” is the one in which the team’s goaltender is defending the goal.

**Article 4.** The “Attacking Zone” is the one which is farthest from the team’s defended goal.

**Article 5.** The “Neutral Zone” is the area between the blue lines.

**Article 6.** The width of the zone lines shall be considered part of the zone in which the ball is located.

## **SECTION 9. CENTER ICE SPOT AND CIRCLE**

**Article 1.** The exact center of the ice playing surface shall be marked with a circular blue spot 12 inches in diameter. Using this spot as the center, a circle 15 feet in radius shall be marked with a two-inch wide line.

## **SECTION 10. NEUTRAL ZONE FACE-OFF SPOTS**

**Article 1.** The location of the neutral zone face-off spots shall be located five feet from the corresponding blue line and equidistant from the sideboards. It is recommended that the spots be blue in color. (**NOTE:** If the spots are not marked, draw an imaginary line from the center of the two hockey face-off spots, and connect it to an imaginary line drawn from the center ice face-off spot.)

## **SECTION 11. END ZONE FACE-OFF SPOTS**

**Article 1.** Two red face-off spots shall be marked on the ice surface on each side of the goal, and in each end zone. The spots shall be two feet in diameter and mark the center of a circle 15 feet in radius with two-inch wide lines.

**Article 2.** Face-off spots shall be set in the following locations: Along a line 20 feet from each goal line and parallel to it, mark two points 22 feet on both sides of the straight line joining the centers of the two goals. Each of these two points shall represent the center of each face-off spot and circle.

## **SECTION 12. TEAMS**

**Article 1.** Each team shall be composed of six players on the ice surface. A normal lineup consists of one goaltender, two defensemen, two wingers, and one centerman. Teams must have four players to begin the game. If a team drops below four players, they shall immediately forfeit the game.

**Article 2.** If, at game time, one team does not have enough players, but their opponents do, then the team ready with the minimum number of players will be given two options:

- A. Take the win by forfeit with a score of 1-0, or
- B. Allow a maximum 10-minute grace period to allow their opponents time to check in the minimum number of players.

During this 10-minute grace period time will run off the game clock and the team with the minimum number of players will be awarded 1 (men’s/women’s/coed B) or 2 (coed A) points for every minute or part of a minute their opponents do not have enough people to play. If enough players arrive within the 10-minute period then points will stop accumulating but the game clock will continue to run. If the opponents do not obtain the minimum number of players to participate within the 10-minute period then the game will be forfeit and the score recorded as 10-0 (men’s/women’s/coed B) or 20-0 (coed A).

**NOTE:** This procedure is known as Captain’s Choice.

**Article 3.** In the event of a forfeit, if the opposing team is leading, the score shall stand as is. In the event the team is losing and wins via forfeit, the score shall be recorded as 1-0.

### **SECTION 13. CAPTAINS**

**Article 1.** Each team shall appoint one captain before the start of the game. Arm bands are acceptable to designate the captain.

**Article 2.** Only the designated captain shall have the privilege of discussing a rules interpretation with the referee during the game.

**Article 3.** Goalkeepers may not be designated as captain.

**Article 4.** If the captain receives a penalty, their captain privileges shall be revoked immediately upon the calling of the penalty through the duration of the penalty time.

**Article 5.** A captain may not question or make a complaint about the call of the official. They may only inquire about a rule interpretation. A minor penalty will be imposed to any captain who fails to abide. After a minor penalty is issued, any continuation shall result in a major penalty.

### **SECTION 14. PARTICIPANT ELIGIBILITY**

**Article 1.** All participants must be listed on the Official Team Roster prior to their participation in any Intramural Sports activity. All player additions must be completed in one of the following ways:

A. Participants may be added to the team roster and approved on the IMLeagues.com website prior to 4:00PM on the day of the contest (4:00PM prior to the contest for Broomball contests that begin after midnight during the week) or by 4:00PM on Friday for all weekend contests for regular season play. This requires each participant to create an IMLeagues.com account using his/her OAK email address and accept the terms and conditions to legally appear on a roster. Names which appear on IMLeagues.com and subsequently on the roster should match or closely match that of the name on the participant's government-issued photo ID, which must be presented at the game site prior to participation.

B. Participants may be added to rosters at the activity site prior to or during any regular season game. In this circumstance, each participant is required to sign the Assumption of Risk, provide his/her Ohio University OAK e-mail address, and display a government-issued photo ID to legally appear on a roster.

If a player who did not participate in a regular season contest with a team wishes to be included on the playoff roster, he or she must be added to the team roster and approved on the IMLeagues.com website prior to 4:00PM on the day of the bracket selection for that sport (5:00PM Friday if bracket selection is on a weekend). This requires each participant to create an IMLeagues.com account using his/her OHIO email address and accept the terms and conditions to legally appear on a roster. The Ohio University Intramural Sports Staff may periodically send an email to a participant's OHIO account regarding pertinent league information.

**Article 2.** Teams shall be on the ice and ready to play promptly at the beginning of each period. Failure to do so after a warning from the referee shall result in a bench minor penalty.

**Article 3.** Each team shall be permitted on goalkeeper on the ice at one time. However, the goalkeeper can be removed and another player substituted, but shall not be permitted the privileges of goalkeeper.

**Article 4.** A goalkeeper may be substituted for another goalkeeper with full privileges during a stoppage of play. Once the original goalkeeper has been replaced by a substitute goalkeeper, that goalkeeper may not re-enter play until the next stoppage. Any violation of this rule will result in a bench minor penalty for illegal substitution.

### **SECTION 15. CHANGING OF PLAYERS**

**Article 1.** Players may be changed from the team bench at any time, so long as player(s) leaving the ice surface shall always be at the team bench and out of the play before a change is made. The number of times a player can be substituted during the course of the game is unlimited.

**Article 2.** If, during the course of the substitution, any player entering or leaving the game deliberately plays the ball in any manner or makes contact with any opponent while the player retiring is still on the ice, a bench minor shall be assessed for too many players on the ice. (**NOTE:** If either the player entering or leaving is struck by the ball, play will not be stopped and no penalty will be assessed.)

**Article 3.** A goalkeeper may be substituted for another player at any time. The official closest to the goalkeeper who is changing is responsible to make sure the change was legal and without premature departure of the substitute from the team bench. When a goaltender has been pulled they may not return with goaltender privileges until a stoppage of play occurs. If such is the case and the offending team has possession of the ball, the official shall immediately blow the play dead and the resulting face off shall be at center ice. If the non-offending team has possession, the referee will delay his whistle until the offending team has possession of the ball. If play was stopped in the offending team's defensive zone, the face-off shall take place at the closest end zone face off spot.

**Article 4.** If a goaltender is substituted for another goaltender, the team must notify the referee of such change. For violation of this rule a bench minor penalty shall be assessed.

**Article 5.** A player serving a penalty in the penalty bench must be changed by way of the player returning to the ice and then changed at their respective bench.

**Article 6.** In the case where a team has no substitutes in goalkeeper's equipment, and it becomes necessary to substitute the goalkeeper for another due to injury or penalty, a reasonable length of time shall be allowed for the substitute to change into goalkeeper equipment and that player will be allowed a minute to warm up if they request.

**Article 7.** Line changes shall proceed as such: the visiting team shall be allowed 5 seconds by the official at center ice to make their change. Then, the home team shall be allowed 5 seconds after the visiting team to make their change. After the official has signaled the end of changes, the players have ten seconds to be ready for the ensuing face-off. First violation of this rule shall result in a bench warning to the offending team. Each team shall only receive one warning per game, every offense there after shall result in a minor for delay of game.

**Article 8.** If a team begins play with fewer players than what is allowed, the appropriate number of player may enter the ice, but may not play the ball until they have tagged up with their defending blue line if play is in their defensive end.

**Article 9.** If a team begins play with too many players, the officials shall stop play and send the extra players to the team bench and the ball shall be re-faced off. If, in the opinion of the official, the team deliberately attempted to begin play with too many players, a bench minor penalty shall be assessed for each extra player.

**Article 10.** Players must enter and exit the ice surface via the doors adjacent to their team and penalty benches. A minor penalty shall be assessed to any player who goes over the wall in either entering or exiting the ice.

## **SECTION 16. INJURED PLAYERS**

**Article 1.** When a player is injured during the game, an immediate substitution for that player may be made.

**Article 2.** When a penalized player has been injured, they make immediately seek treatment outside the rink and have a substitute take their place in the penalty bench if they are unable to. If the penalized player has been treated and is ready to return prior to the expiration of their penalty, they may take their spot in the penalty bench at the next stoppage of play and relieve their substitute. A bench minor penalty will be assessed for failure to follow this rule if the penalized player returns to play before their penalty has expired.

**Article 3.** If a player is injured and cannot continue with play or make it to their bench, the play shall not be stopped until the injured player's team secures possession of the ball, unless their team is in a scoring position. If the injured player's team is in possession of the ball in either the neutral or defensive zone when the injury occurs, an immediate whistle will be blown. (**NOTE:** In the event where it is obvious that a player has sustained a serious injury, play should be stopped immediately.)

**Article 4.** Any stoppage caused by an injured player requires the removal of that player until the completion of the ensuing face-off.

**Article 5.** If any player or goalkeeper is obviously bleeding they shall be ruled off the ice immediately at any time during a stoppage of play. If it is observed during play that a player is bleeding, play shall be stopped immediately and that player shall be ruled off the ice. No player shall be allowed to return to play until bleeding has stopped or until it is properly covered. It is required that any affected equipment or uniform be properly decontaminated or changed.

**Article 6.** If an on-ice official is bleeding, at the next stoppage the official shall properly tend to the bleeding.

#### **SECTION 17. PLAYER EQUIPMENT**

**Article 1.** All players must wear helmets provided by OUIM Sports. All players on a team shall wear helmets of the same color.

**Article 2.** All players must wear shoes, clothing that fully covers their legs and allows for no exposed skin, and a shirt. Gloves are permissible, but no player may wear hockey or lacrosse-style gloves.

**Article 3.** All players use the brooms provided by OUIM Sports.

**Article 4.** Mouth guards are recommended.

**Article 5.** The goalkeeper may use a baseball glove if desired, and is not required to use a broom. However, if no broom is used, it must be placed out of play either on top of the goal or off of the ice.

#### **SECTION 18. ILLEGAL EQUIPMENT**

**Article 1.** A player wearing illegal equipment shall not be permitted to play. This applies to any equipment which, in the opinion of the Referee, is dangerous. Types of equipment which shall be declared illegal include, but are not limited to:

- A. Any ice hockey equipment.
- B. Jewelry.
- C. Any stick other than the one provided for play by OUIM Sports.

#### **SECTION 20. OFFICIALS DUTIES, APPOINTMENT, AND CERTIFICATION**

**Article 1.** Broomball shall be officiated using the two referee system.

**Article 2.** All on-ice officials shall wear black pants, an official's sweater, a black helmet, and be equipped with a whistle. A red arm band shall be worn on either arm to serve as the penalty indicator.

**Article 3.** The on-ice officials shall have general supervision of the game and have full control of all players. This extends from the pregame captains meeting through the approval of the final score. (**NOTE:** OUIM staff have the authority to penalize unsportsmanlike conduct before, during, and after the game.)

**Article 4.** All officials are to officiate the game as set forth by the rules provided in this book and use the proper mechanics as set forth in the official's manual.

**Article 5.** The Program Specialist shall act as the timekeeper/scorer. Their duties shall include: keep game time, keep score, keep penalty time, ensure that players serve the duration of their penalties, and have control of extra game balls.

Also the Program Specialist shall keep time for intermissions. The timekeeper shall signal the end of each half, end of the game, or end of an overtime session. This signal shall mark the absolute conclusion of the game.

## **SECTION 21. ABUSE OF THE OFFICIALS AND OTHER MISCONDUCT**

**(NOTE:** The official has the option of assessing a “Bench Minor Penalty” when violations occur in the area of the players’ bench, but the off the ice where the offender is not easily identifiable.)

**Article 1.** Players who challenge or dispute official’s rulings or attempt to incite an opponent or create any disturbance during the game will be assessed an unsportsmanlike conduct penalty. If the player continues in such mentioned actions, they will be given a game misconduct penalty.

**Article 2.** Any player that shoots the ball after the whistle will be assessed a major penalty for unsportsmanlike conduct if, in the mind of the official, the player had adequate time after the whistle to not shoot the ball. This also applies to when any player shoots the ball out of the rink at any stoppage.

**Article 3.** If any player commits the following, the player’s team will be assessed a bench minor penalty if in the vicinity of the players’ bench:

- A. Using any foul or abusive language to any person, or using the name of the official along with foul remarks.
- B. Throwing any object on to the ice during the game or at any stoppage.

**Article 4.** If any player commits the following, they shall be assessed a major penalty for unsportsmanlike conduct:

- A. The use of foul or abusive language to any person before, during, or after the game who is on or anywhere within the rink area.
- B. Intentionally throwing or hitting the ball away from the official who is attempting to retrieve it.
- C. A player who intentionally throws their stick or any piece of their equipment out of the playing area.
- D. Failing to report directly to the penalty box or out of the rink when so ordered by an official.
- E. Any player entering into the official’s crease while they are conferring with any minor official or their partner, except for entering the penalty box.
- F. Any player interfering in a non-physical way with any game official or minor official and keeping them from performing their duties.
- G. Intentionally banging the boards in any means or excessive slamming of any doors in protest to an official’s call.

**Article 5.** If any player commits the following, they shall be assessed a game misconduct:

- A. Touching or grabbing any game official with his hand or broom.
- B. Continuing to persist in any action in which the player was already assessed a major.
- C. Any gestures, racial or ethnic remarks that occur at anytime or anywhere in the arena before, during, or after the game.
- D. Intentionally inflicting any physical harm to any game official in any manner, attempting to do so, or any verbal threats to any game official.
- E. Intentionally injuring or attempting to do so to any opposing team member.
- F. Intentionally spitting at any official, opponent, or spectator.
- G. Fighting.

## **SECTION 22. PENALTIES**

**Article 1.** Penalties shall be classified by the following that will be timed by the game or penalty clock:

- A. Minor/Bench Minor Penalties
- B. Major Penalties
- C. Game Misconduct Penalties
- D. Penalty Shot

**Article 2.** Coincidental penalties shall result in no immediate substitution for the penalized players. Example: Coincidental penalties shall result in 4 on 4 play and so on. If one team is shorthanded and then coincidental penalties occur, play shall resume 4 on 3.

**Article 3.** All penalty time shall carry over to the next half or overtime.

**Article 4.** During regulation play, no team shall be reduced to fewer than four players, including the goaltender. If two players are penalized at the same time for the same team and a third player is assessed a penalty, they shall proceed directly to the penalty box and their penalty shall not begin until one of the two previous penalties has expired.

**Article 5.** During overtime, no team shall be reduced to fewer than two players. If two players are penalized at the same time for the same team and a third player is assessed a penalty, they shall proceed directly to the penalty box and their penalty shall not begin until one of the two previous penalties has expired.

#### **SECTION 22A. MINOR PENALTIES**

**Article 1.** A "MINOR PENALTY" shall result in the offending player to serve two minutes during which no substitute shall be allowed. Goaltender minor penalties shall be served by a team member on the ice at the time of the penalty.

**Article 2.** A "BENCH MINOR PENALTY" shall result to be served by any non-penalized player, except the goaltender, who was on the ice at the time of the infraction. The designated player to serve the penalty shall be the choice of the captain.

**Article 3.** If the opposing team scores a goal while a team is shorthanded by one or more players, the minor penalty with the least amount of time shall terminate.

**Article 4.** When a team has a minor penalty on two players in which time shall expire at the same time, the captain of that team shall designate which player's penalty shall terminate first in the case of a goal.

**Article 5.** The major penalty shall always be served first when a player receives both a major and minor penalty at the same time.

**Article 6.** If a delayed penalty is signaled while a team is shorthanded and a goal is scored on the delayed whistle, the penalty with the least amount of time that is being served that is being served shall terminate and the delayed penalty then shall be served in addition.

**Article 7.** A double minor will automatically be assessed if offended player draws blood and a penalty is being called. The offending player may also receive a more severe penalty.

#### **SECTION 22B. MAJOR PENALTIES**

**Article 1.** For the first "MAJOR PENALTY" assessed to any player in the game, they shall be ruled off the ice for four minutes during which no substitute shall be allowed. If the major penalty is on the goaltender, the goaltender must serve the major and a substitute goaltender is allowed.

**Article 2.** Any second major penalty assessed to any player or goaltender in the same game shall result in a game misconduct on that player. They shall be ruled off the ice, and the team shall place another player to take their place in the penalty bench for four minutes.

**Article 3.** No major penalty shall terminate on a goal scored. All penalty time for a major penalty will be served in its duration.

#### **SECTION 22C. GAME MISCONDUCT PENALTIES**

**Article 1.** A "GAME MISCONDUCT PENALTY" involves the immediate removal of a player or team official for the remainder of the game. A substitution will be allowed to replace the offending player. Failure to leave upon the official's direction shall result in an additional bench minor penalty for delay of game.

**Article 2.** Any player or team official who incurs a game misconduct penalty may not remain within the arena.

## **SECTION 22D. PENALTY SHOT**

**Article 1.** A "PENALTY SHOT" shall be taken as follows: The referee shall signal the penalty shot and then give the option for the non-offending team to choose a minor penalty or a regular penalty shot (break-away style).

A regular penalty shot shall start at center ice upon the command of the official and the player shall proceed with the ball toward the opposing goal. The ball must always move forward during the penalty shot attempt. No rebounds are allowed after the initial shot.

**Article 2.** Only a goaltender can defend against a penalty shot.

**Article 3.** If the penalty also calls for a major or a game misconduct penalty, the penalty shall be served in addition to the penalty shot being awarded.

**Article 4.** No penalty shot shall be awarded if the non-offending team scores.

**Article 5.** If the fouled player is injured on the play, a substitute may be chosen by the captain to take the penalty shot.

**Article 6.** If the fouled player commits a penalty in connection with the play, they shall be allowed to take the penalty shot before being sent to serve their penalty.

**Article 7.** If the penalty shot is successful, the next face-off shall take place at center ice. If unsuccessful, the next face-off shall take place at the nearest end-zone face-off location.

**Article 8.** While the penalty shot is being taken, all players are to remain at the boards nearest their team bench and remain quiet.

**Article 9.** No rebounds are allowed on the penalty shot and the ball must at all times proceed toward the goal.

## **SECTION 22E. DISQUALIFICATION, EJECTION, & FORFEITURE**

**Article 1. Combination of Minor Penalties:** An individual player shall be disqualified from the game by accumulating three (3) minor penalties during a single game.

**Article 2. Combination of Major Penalties:** An individual player shall be disqualified from the game by accumulating two (2) major penalties during a single game.

**Article 3. Combination of Major and Minor:** An individual player shall be disqualified from the game by accumulating one (1) major penalty and two (2) minor penalties in a single game.

**Article 4. Ejection:** An individual player shall be ejected from the game if:

- A. He/she accumulates two (2) unsportsmanlike conduct penalties
- B. He/she commits one (1) act of unsportsmanlike conduct is deemed flagrant
- C. He/she is assessed a game misconduct penalty.

**NOTE:** If a player is ejected for one act of flagrant unsportsmanlike conduct or a game misconduct penalty, it shall be considered as two (2) unsportsmanlike conduct penalties for the purposes of record keeping.

**Article 5. Forfeiture:** A team shall forfeit the game if:

- A. In the regular season and postseason tournament, a team accumulates three (3) unsportsmanlike conduct penalties.
- B. In the postseason tournament, any player of a team is ejected.

## **SECTION 23. PLAYING THE BALL**

**Article 1.** Players may only play the ball below standing shoulder height, except when the goaltender is making a save in the crease (Section 24, Art. 17).

**Article 2.** The goaltender may not participate with their body or broom past the center red line. For violation of this rule, a minor penalty shall be assessed.

**Article 3.** Broom checking is allowed as long as it is below waist level. Any broom check above waist level shall be assessed a minor penalty. If an illegal broom check causes an injury, a major plus a game misconduct shall be assessed.

#### **SECTION 24. RULES GOVERNING THE GAME OF BROOMBALL**

**Article 1. Attempt to Injure:** A game misconduct penalty and a five minute major shall be imposed to any player who deliberately injures or attempts to injure an opponent, team official, or game official in any manner. Any player who “head-butts” or kicks another player shall be considered in violation of this rule and also be assessed a major penalty.

**Article 2. Board-Checking:** A major penalty shall be assessed by the official when a player checks, cross-checks, elbows, charges or trips an opponent in such a manner that causes the opponent to be violently thrown into the boards. When a player is injured as a result of “boarding,” the official is required to assess a major plus a game misconduct penalty on the offending player.

**Article 3. Broken Broom and Possession of Brooms:** A player may participate without a broom. In the event that a player breaks their broom, they must immediately drop the broom. Failure to do so shall be a minor penalty. A replacement broom may be obtained from another player from the team bench as long as it is handed off to the player. Another player on the ice may slide their broom to that players as long as the broom does not interfere with play.

No broom can be thrown from one player to another, or thrown off the team bench.

Players may be in possession of two brooms at one time, but may not participate in play while possessing more than one broom. Any violation shall result in a minor penalty, except where the player is accidentally struck by the ball while in possession of more than one broom.

If a broom is thrown, a major penalty shall be assessed. If flagrant, a major plus game misconduct penalty may be assessed. If a goal is imminent and a thrown broom prevents the goal, the goal shall automatically be awarded and the player shall be assessed a game misconduct penalty.

**Article 4. Charging:** A minor or major penalty shall be assessed to any player who runs or jumps into or charges an opponent. Charging shall be defined as taking more than three steps before contact occurs. A minor or major penalty shall be assessed to any player who charges or checks a goalkeeper within the goal crease. If a player injures an opponent way of charging, the player shall be assessed a major plus a game misconduct.

**Article 5. Checking from Behind/Hitting from Behind:** A major penalty shall be assessed to any player who body checks or pushes an opponent from behind. A major penalty plus a game misconduct shall be assessed to any player who injures an opponent as a result of a check from behind or who checks or pushes an opponent from behind head first into the boards or goal frame.

**Article 6. Cross-Checking:** A minor or major penalty shall be assessed to any player who cross-checks an opponent. A cross-check is one in which a player delivers a broom check with both hands on the broom and the head of the broom is off the ice. A major plus a game misconduct penalty shall be assessed to any player who injures a player by means of cross-checking.

**Article 7. Butt-Ending:** A major plus a game misconduct shall be assessed to any player who butt-ends or attempts to butt-end an opponent. A major plus a game misconduct penalty is also to be assessed if the official deems that the player was deliberately attempting to injure an opponent.

**Article 8. Delay of Game:** A minor penalty shall be assessed to any player that intentionally shoots or bats the ball out of play. This shall also include shooting the ball out of play during a stoppage.

If a team gains the offensive zone and intentionally carries or passes the ball out of their offensive zone in an attempt to kill time, a warning shall be issued to both teams and the face-off shall occur in the offending team's defensive zone. The next violation shall result in a delay of game penalty.

A minor penalty shall be assessed to any player who deliberately delays the game by trapping the ball along the boards or illegally covers the ball.

A minor penalty shall be assessed on a goaltender for illegally covering the ball outside the crease area when warned by the official to keep the play moving.

A minor penalty shall be assessed to any player, including the goaltender, who deliberately displaces the goal cage to cause a stoppage of play. If a reasonable scoring opportunity exists, in the opinion of the official, and a player deliberately displaces the goal cage, a penalty shot shall be awarded.

A minor penalty shall be assessed to any player causing a delay in a face-off after being warned by the official.

If any player displaces the goal cage and a goal was imminent, the goal shall automatically be awarded.

**Article 9. Elbowing:** A minor or major penalty for elbowing shall be assessed to any player who uses their elbow to disrupt an opponent in any way. A major plus a game misconduct shall be assessed to any player who injures an opponent as a result of elbowing.

**Article 10. Kneeing:** A minor or major penalty for kneeling shall be assessed to any player who uses their knee to disrupt an opponent in any way. A major plus a game misconduct shall be assessed to any player who injures an opponent as a result of kneeling.

**Article 11. Face-Offs:** The ball shall be "faced-off" by the official dropping the ball on the ice between the brooms of the players taking the face-off. Centers are to be "square" to each other and have brooms stationary before the ball is dropped. Thirty-six inches shall be between the players to allow the official to drop the face-off. Centers are allowed one "false start." On the second false start they shall be removed. If the replacement center causes a false start, a delay of game penalty shall be assessed.

All other players shall be 15 feet from the face-off location (outside the center circle and the two offensive/defensive zone circles) and the area between the hashes shall be free of either players.

A legal face-off occurs when no player makes a false encroachment and the ball hits the ice before either center plays the ball. If either one of the two situations occur, a warning shall be issued to the offending team and the face off process restarted. A second straight violation on the same team will be penalized for delay of game (centers are removed from the face-off on the second violation).

**Article 12. Falling on the Ball:** The goalkeeper is the only person who is allowed to cover or freeze the ball while part of their body or the ball is in contact with the goal crease. If in the event of an attempted save outside of the crease area by the goalkeeper, a quick whistle shall occur to protect the goalkeeper. No penalty shall be imposed on a player who attempts to block a shot and the ball becomes lodged within the player's equipment. Any other situation shall be assessed a minor penalty for delay of game.

**Article 13. Fighting:** A major penalty and a game misconduct shall be imposed on any player for fighting.

**Article 14. Scoring:** The official is responsible for awarding goals, and their decision is final. A goal is scored when the ball legally passes from the front of the goal between the goal posts and cross bar and completely crosses the goal line.

A goal shall be scored if the ball is put in the goal in any way by the defending team, except if the attacking team has illegally propelled the ball in any manner and the ball deflects off a defender or goalkeeper into the goal.

A goal shall be scored if the ball is unintentionally deflected by the attacking team.

A goal shall be scored if while a goalkeeper is making a save their momentum carries them across the goal line or a team member of the goaltender pushes the goaltender across the goal line.

A goal shall be disallowed if any of the following occur: the ball is contacted above shoulder level; the ball is kicked, thrown or illegally directed into the crease or goal by an attacking player; the attacking team has committed a foul or penalty which assisted in the making of the goal; the attacking team has too many players on the ice; the ball hit an official and goes directly into the goal; a member of the attacking team was in the goal crease before the ball entered the crease area; the attacking player interferes with the goalkeeper including pushing the goalkeeper into the goal while in possession of the ball; or the goal is scored with an illegal broom that is discovered before the next face-off. **(NOTE: When the ball is illegally directed into the crease, an immediate whistle shall be blown. No goal can be scored as a result of an illegal action, even if the ball deflects off the goaltender or defensive player and then into the goal.)**

**Article 15. Handling the Ball with Hands:** The ball may be stopped and controlled by the hand, but may not be carried or held to the body of the player. Hand passes are allowed by the defensive team in their defensive zone. The hand pass must initiate and be completed behind the defensive blue line. Any hand pass outside of a team's defensive zone shall be blown dead unless next touched by the opposing team or considered to be an unintentional deflection or blocking of the ball. The goaltender may only play the ball by hand to the side or backwards while in the crease. When out of the crease the goaltender may hand pass in any direction as long as it does not violate normal hand pass rules.

No player shall be able to pick up the ball, except for the goaltender when in the act of freezing the ball within the goal crease. If any player in their defensive zone picks up or freezes the ball in the crease, a penalty shot/optional minor shall be awarded to the non-offending team.

**Article 16. Head Contact:** It is the official's decision to assess a minor, major, or major plus a game misconduct penalty to any player who recklessly or intentionally contacts a player in the head with their broom, hand, elbow, or by any other illegal body contact. A major plus a game misconduct shall be assessed if a player injures another player by way of head contact.

**Article 17. High Broom:** The playing of the ball above standing shoulder height. A minor penalty shall be assessed to any player who makes contact with the ball above standing shoulder height. A minor or major penalty shall be assessed to any player who commits a high broom penalty by contacting another player while carrying the broom above shoulder height. A major plus a game misconduct shall be assessed if a player injures an opponent by use of a high broom.

A goaltender may play the ball while in the crease with a high broom providing that the play is not ruled dangerous or that the goaltender does not contact another player. If contact occurs or dangerous play is deemed by the official, a minor or major penalty shall be assessed.

**Article 18. Holding:** A minor penalty shall be imposed on any player who holds any part of an opponent or opponent's broom. A major plus a game misconduct shall be assessed to any player who grabs or holds the face mask of an opponent.

**Article 19. Hooking:** A minor or major penalty shall be assessed when a player, by way of angling their broom, impedes or attempts to impede the progress of an opponent, which is known as hooking. A major plus a game misconduct to any player who injures a player by hooking.

**Article 20. Icing the Ball:** Icing shall be called on the defensive team if from behind their defensive blue line they shoot, pass, kick or bat the ball intentionally beyond the goal line extended of the opposing team. Icing shall be called when the ball immediately completely crosses the goal line extended. For the purpose of this rule, the point of last contact with the ball by the team in possession shall be used to determine whether icing has occurred or not.

Icing shall be nullified and play shall continue if: a player or the team icing the ball touches, deflects, or tips the ball before it crosses the goal line extended; the shot is made from a face-off; the ball touches an opposing player or any part of their equipment before crossing the goal line extended; the opposing team, in the opinion of the official, was capable of playing the ball before it crossed the goal line extended; the ball is played by the goaltender or the goaltender makes a move to attempt to play the ball; the ball enters the goal and scores; the opposing team is shorthanded due to an assessed penalty, or the offending team is able to reach the ball before it crosses the goal line extended.

**Article 21. Interference:** A player who interferes or impedes with the progress of an opponent who is not in possession of the ball, or who intentionally knocks a broom out of an opponent's hand or prevents a player who dropped their broom out of an opponent's hand or prevents a player who dropped their broom or another piece of equipment from retrieving possession of it shall be assessed a minor penalty. Contact is not necessary for interference to occur. Waving of arms in front of the goaltender shall be assessed a minor penalty. Players may guard or shadow another player, but cannot deny any player the right to move into an open space on the ice.

Any player physically making contact with the goaltender while in the crease shall be assessed an interference minor penalty, unless the ball is in the crease first and the player is attempting to play the ball.

No player shall create a "pick" to afford a teammate protection from a defender at any time. A minor penalty shall be assessed for said violation. A defender has the right to occupy the space that they have established without penalty.

A goaltender may not interfere with a player without possession of the ball. Any violation shall result in a minor penalty.

**Article 22. Kicking:** At the discretion of the official, a major plus a game misconduct shall be assessed to any player who kicks or attempts to kick another player. (**NOTE: The official has latitude on the degree of violence exerted to call either a roughing or a kicking penalty.**)

**Article 23. Kicking the Ball:** A player or goaltender may kick the ball in any direction while the ball is on the ice. If the attacking team kicks the ball into the opposing team's goal crease, an immediate whistle will occur. No player or goaltender shall "punt" or "drop kick" a ball at any time. If this violation occurs, a minor penalty shall be assessed.

**Article 24. Leaving the Players' Bench or Penalty Bench:** At no time may a player leave the team bench or penalty bench during an altercation. Players substituted before the altercation shall not be penalized. For violation of this rule, a major plus game misconduct penalty shall be assessed to the player.

If a player leaves the penalty bench before the expiration of their penalty, an additional minor penalty shall be assessed. If the player leaves the penalty bench before the expiration of the penalty and it is due to the error of the Penalty Timekeeper, the player will not be assessed an additional penalty, but shall return to serve the remainder of the original penalty time.

When a penalized player or their immediate substitute returns to the ice, from either penalty box or team bench, that player shall not be eligible to play any ball coming from that team's defensive zone until they have "tagged" up at their own defensive blue line, or either team has control beyond the defensive blue line.

If too many players from a team are occupying the ice before a legal substitution is made, a bench minor penalty shall be assessed on the player that came on to the ice illegally.

If a team official comes onto the ice at any time after the game has started other than at the end of a half or at the end of the game, a bench minor penalty shall be assessed.

**Article 25. Off-Sides:** Players of the attacking team shall not precede the ball carrier into the offensive zone. Also, the ball carrier is not allowed to precede the ball when gaining the offensive zone. For violation of this rule, an off-sides face-off shall result at the off-sides face-off location. The position of the player's shoes and not the broom shall be the determining factor in deciding if the play is off-sides. Contact with the blue line is necessary with at least a part of one shoe to be considered on-side.

Once the offensive zone is gained, the offensive zone shall extend back to the red center line and the ball must be cleared past that point for the offensive zone to be lost.

If a player precedes the ball into the offensive zone and the defensive team clears the zone and then brings the ball back into their defending zone, the off-sides shall be nullified if the defender was not pressured to return to his defending zone.

If during a delayed off-sides, the attacking team clears the zone, they may then proceed back into the offensive zone. If the attacking team makes no attempt to clear the zone during a delayed off-side, play shall be blown dead and the resulting face-off shall take place at the off-side face-off location nearest their defending blue line.

Any shot directly on goal by the attacking team during a delayed off-side shall result in an immediate whistle and the face off shall be held at the offending team's defensive blue line.

**Article 26. Ball Out of Sight:** If at any time the official loses sight of the ball, a whistle and a face-off shall occur at the nearest face-off location.

**Article 27. Ball Striking an Official:** Play shall not be stopped if the ball strikes the official unless it goes directly into the goal. The resulting face-off shall occur at the nearest face-off location.

**Article 28. Refusing to Start Play:** All teams shall be ready to start play when prompted to do so by the official. The first offense shall result in a warning and every offense after shall result in a minor penalty.

**Article 29. Slashing:** When a player slashes or attempts to slash another player, they shall be assessed a minor or major penalty. A major plus a game misconduct shall be assessed to any player causing injury to another player by means of slashing.

Any player who swings their broom at another player in the course of any altercation shall be assessed a major plus game misconduct.

A minor penalty shall be assessed to any player who slashes a goaltender who has covered the ball while in their crease.

**Article 30. Spearing:** A major plus a game misconduct penalty shall be assessed to any player who spears or attempts to spear another player. Spearing shall mean a stabbing motion with the head of the broom. A major plus a game misconduct penalty is also to be assessed if the official deems that the player was deliberately attempting to injure an opponent.

**Article 31. Start of Game and Halves:** The game shall be started at the scheduled start time at the center ice face-off location. See Section 12, Article 2 for Captain's Choice. No delay shall be permitted. Teams shall defend the goal furthest from their team bench to start the game and defend the closest goal to their team bench to start the second half.

**Article 32. Throwing the Broom:** No player of the defending team shall deliberately throw or shoot a broom toward the ball at any time. Any violation shall result in an optional shot or minor penalty.

Throwing the broom out of the ice surface shall result in a game misconduct penalty.

If a thrown broom causes an imminent goal from scoring, the goal shall be awarded.

**Article 33. Time of Play and Overtime:** All games shall be played by two, 12 minute halves. A two minute intermission shall be given between halves. The clock shall be stopped for any whistle in the final minute of either half or overtime period or for a penalty shot, injury, or extended delay at any time during the game. When stopped, the clock shall start when the ball is dropped for the subsequent face-off. If the goal differential is four or more in the second half, the clock shall not stop except for player injury or extended delay.

Rules for Overtime: Any game ending in a tie during regular season play will remain a tie. During the playoffs, a four (4) minute running clock sudden death period will be played. If the score is still tied, the deadlock will be broken a shootout consisting of three (3) alternating penalty shots taken by three (3) different players from each team. Whichever team is ahead after these shots will win the game. If it is tied after the penalty shots, the two teams will choose different players, and will shoot by alternating teams until one misses and the other scores. Each team will receive the same amount of shots on goal. Once every member of a team has taken a penalty shot, that team can choose anyone to take the next shot.

If the playing conditions, in the opinion of the officials, become unsatisfactory during the course of the game, the head referee shall declare it an official game if the game is stopped after halftime (regular season or playoffs if the game is not tied). If less than one-half of the game has been played, or the game is tied at any point, the game may be restarted from the suspension of play (playoffs only).

**Article 34. Time-outs:** There shall be not time-outs during the game or overtime period.

**Article 35. Tripping:** A minor or major penalty shall be imposed on any player who shall place their broom, foot, arm, hand, elbow, or leg extended in such a manner to cause their opponent to trip or fall from the front, side or behind. Any player that leaves their feet and contacts an opponent and causes them to fall shall be assessed a minor penalty. A player who causes injury to an opponent by means of leg tripping (extending the leg) shall be assessed a major penalty plus a game misconduct penalty.

A player shall be assessed a minor penalty for tripping if they leave their feet, dive, or recklessly swing their broom and cause the ball carrier to trip or fall. A major plus a game misconduct shall be assessed if the act causes injury. (**NOTE: Contacting the ball first does not negate this rule.**)

When a player in control of the ball is beyond their own defending blue line, and has no other opponent to pass other than the goaltender, is tripped or otherwise fouled from behind preventing a reasonable scoring opportunity, a penalty shot/optional minor shall be awarded to the non-offending team. (**NOTE: The intention of this rule is to restore a reasonable scoring opportunity that has been lost when the foul from behind was committed in the attacking or neutral zone.**)

If, when the opposing goaltender has been pulled, a player in control of the ball is beyond their own defending blue line and is fouled from behind with no opposition between them and the opposing goal, in which an imminent scoring opportunity exists, the official shall immediately stop play and award a goal.

**Article 36. Roughing:** A minor or double minor penalty shall be assessed to any player guilty of unnecessary roughness. The official is given the decision which to assess. Any action worthy of a major penalty shall be assessed under the fighting rule or a more appropriate rule that carries a major penalty.

**Article 37. Body Contact/Checking:** No player shall body check an opponent at any time. A minor penalty shall be assessed to any player violating this rule. If a body check causes injury, a major plus a game misconduct penalty shall be assessed.

If incidental contact occurs while players are attempting to play the ball, the incidental contact shall be ignored. If a player leaves their feet to play the ball or avoid a player or broom, no penalty shall be assessed.

A minor or major penalty, at the discretion of the official, shall be assessed on any player who makes physical contact with an opponent after the whistle has been blown, if in the opinion of the official, the player had reasonable time to avoid such contact. If the opponent is injured by way of such action, a major plus a game misconduct penalty shall be assessed.

**Article 38. Penalty Calling:** Either official has the ability to assess penalties at any time before, during or after the game.

The official shall immediately blow play dead and assess a penalty on a player who commits an infraction whose team is in possession and control of the ball.

The official shall signal for delayed whistle if a player commits an infraction while the opposing team is in possession and control of the ball. The official shall stop play when the offending team gains possession and control of the ball and assess the penalty on the player who committed the infraction. **(NOTE: A deflection, accidental tip, or rebound off the goalkeeper does not warrant possession and control.)**

If the non-offending team scores during a delayed minor penalty situation, the delayed penalty will not be assessed. This only applies to minor penalties. A major penalty shall always be assessed. If a team has more than one delayed minor penalty that will be assessed, the first minor shall not be called and all others will be assessed as normal. If a team has a delayed major and then a delayed minor penalty, the major shall be assessed and the delayed minor shall not be assessed.

If during a delayed penalty in which the offending team is already shorthanded and a goal is scored on them, the penalty that was previously assessed shall terminate if it is a minor penalty, and the delayed penalty shall be assessed.

If the ball enters the non-offending team's goal by an action of the non-offending team, the goal counts if the whistle has not yet been blown. Then the delayed penalty shall be assessed on the offending team. It is possible for the offending team to score on the delayed penalty if the above action is caused by a deflection or accidental tip as deemed by the official that would not cause a stoppage during the delayed penalty.

## **SECTION 25. FACE-OFF LOCATIONS**

**Article 1.** The ball shall be faced-off after every stoppage of play based on the location and conditions or the previous play. No pass backs are ever awarded. Under normal conditions, the face-off shall be moved back one zone to the nearest face-off location when the attacking player has caused the stoppage including penalties, injuries, or putting a ball out of play. When a penalty stops play, the face off spot shall always be in the penalized team's defensive zone.

**Article 2.** The ball shall be faced off at center ice:

- A. At the start of each half
- B. After a goal is scored
- C. After a penalty shot goal
- D. When an error in icing is called by an official

**Article 3.** The ball shall be faced off at the nearest end-zone face-off spot when:

- A. Both teams stall the play of the ball
- B. A penalty is assessed on the defending team. A penalty supersedes all other reasons for stoppage.
- C. The ball is lodged in the outside of the goal cage
- D. The goaltender freezes the ball
- E. The official loses sight of the ball while the goalkeeper is executing a save
- F. The goaltender loses their helmet
- G. The ball goes out of play off a defensive player
- H. Icing shall result in a face-off in the defensive zone for where the ball was shot
- I. Intentional off-sides shall result in the offending teams defending zone.
- J. Any hand pass initiated in the defensive zone and completed beyond the defending blue line
- K. A defensive player unintentionally cause the ball to leave the rink before they have crossed the center red line
- L. Delaying the game intentionally by losing the offensive zone
- M. Defensive player displaces goal cage in the defensive zone
- N. When a shot deflects off the goal cage and goes out of play, the goal cage is considered part of the goaltender's equipment. The resulting face off stays in the attacking zone at either end zone face off spot.

**Article 4.** The ball shall be faced off at the neutral zone off-sides face-off locations when:

- A. For an off-sides call
- B. A penalty that is blown dead in the neutral zone
- C. A penalty assessed on the attacking team in the attacking zone will result in the offending team's defensive zone
- D. An attacking player causes a stoppage by putting the ball out of play in the attacking or neutral zone (at their defending blue line).
- E. A crease violation by the attacking team shall result in a face-off at their defending blue line
- F. Any hand pass initiated outside of the team's defensive zone shall be at their defending blue line.
- G. An attacking player shoots the ball directly on the opposing goal while a team member is off-sides shall result in a face-off at their defending blue line.
- H. When an attacking player displaces goal cage in the attacking zone, face-off will be at their defending blue line.

## **SECTION 26. CO-REC MODIFICATIONS**

**Article 1.** In co-rec play there must be three female and three males to start the game. There must be a minimum of three females on the ice at all times, unless reduced by penalty or overtime. No more than three male players shall be allowed on the ice during regulation.

**Article 2.** The goaltender can be either male or female.

**Article 3.** When the goalkeeper is pulled, their substitute must be of the same gender.

**Article 4.** In overtime, teams shall play with two males and two females, no goalie, sudden death.

**Article 5.** A team shall play one player short of the particular gender in which the penalty was assessed.

(Updated 12/15/16)