

# Spring 2009 Co-Rec Broomball Rules

## BGSU Intramurals

### 1. Players, Rosters, ID's, and Substitutes

- A. There will be four weeks of regular season play and one Wednesday night for playoffs.
- B. Rosters and Players
  - 1. Roster Changes: Beginning Monday, March 16, team captains will be allowed to make roster changes limited to 4 player changes. Roster changes can be made at anytime during the regular season of play roster changes can be made either online or at the contest site. New players must sign an "Agreement to Participate" form prior to playing. If a player is found to be on two rosters the later of the two teams they played for will be assessed a loss and will jeopardize their consideration for playoffs. ***Teams utilizing players who are discovered by the IM staff as falsely representing themselves as someone else (aka: wrong ID), will be immediately suspended from play and awarded a "Season Ending" Sportsmanship Rating.*** Captains who play must be listed on the player roster.
  - 2. It is each captain's responsibility to verify their roster at the scorer's table at least 10 minutes prior to game time. All players must be on the current roster. Members of the 2008-09 BGSU Club or Varsity Ice Hockey teams are ineligible to participate. Current year coaches and coaches and players from the previous academic year are eligible to play, but a maximum of two total are allowed per roster.
  - 3. Teams shall consist of not more than five players on the ice including the goalie. When playing with five, gender breakdown must always be 3 men, 2 women, or 3 women, 2 men.
  - 4. A team must have a minimum of four players to start the game (2 men, 2 women).
- C. ID's
  - 1. To participate in Intramurals, there is no credit hour requirement, but an appropriate ID must be presented to an Intramural employee as follows: students and faculty/staff must show a BGSU ID (with picture and P00#).
- D. Substitutions are allowed during live ball situations (except goalies), but players entering must wait until exiting player is completely off the ice. Goalies may only be subbed after a goal, injury, or time out.

### 2. Playing Area and Conditions

- A. Choice of Goals and Benches:
  - 1. **Each broomball game will be played width-wise, using half of the main sheet of hockey ice. Team/coaching areas (and therefore, boundary lines) will be defined at the captains meeting, once the number of teams is determined.**
  - 2. Teams will switch goals after each period, but remain in the same team/coach area. **Areas for substitutions will also be discussed at the captains meeting, based on the number of teams playing.**
  - 3. Only 1 non-player/coach will be allowed in the team/coach area.
- B. Goalie's crease dimensions will be marked by round dots extending out from the net posts roughly(4') in front of the net. Essentially the crease will be a 6'x4' imaginary rectangle.
  - 1. **No offensive or defensive player except the goalie may be in the crease. Goal scored when offensive player is in the crease = no goal (unless pushed in by defender). A defensive player in the crease who stops a ball results in a penalty shot.**
- C. During intramurals, chewing or smoking tobacco products is prohibited at all indoor and outdoor sites on campus. Coaches or rostered players found chewing or smoking tobacco may be warned, penalized by sport-specific rules, and/or removed from play. Uncooperative spectators may also penalize a team.
- D. The Ice Arena prohibits drinking alcohol in the stands, bench area, and locker rooms. Take responsibility for your players and fans. Violations could result in forfeit.
- E. Any personal items (ID's, keys, equipment, etc.) left at any intramural site and found by an intramural employee will be taken to that facility's "lost and found", or to the front desk of Perry Field House, to be placed in their "lost and found".

### 3. Equipment and Uniforms

A. Equipment

1. A team's players must have the same color t-shirts or jerseys, with clearly visible player numbers on the back. Numbers must be permanent, not taped on, and must be whole numbers with no more than two digits.
2. The Intramural Office will provide each team with up to eight brooms. Only players with a helmet on and fastened are allowed to hold a broom on the ice. Players are encouraged wear gloves, elbow and shin pads. To play the game, each on-ice player must have a broom, hockey helmet with full face mask, and proper shoes. Winter gloves may also be worn in place of hockey gloves.
3. Teams will be charged for any and all unreturned or intentionally or recklessly damaged equipment.
4. All players actively in the game must ***provide and wear hockey helmets with full face masks*** and have them securely fastened with a chin strap while on the ice. Team members can swap helmets, as long as players in the playing area are properly wearing them. A minor penalty will occur if this is not followed.
5. Mouth-guards are strongly recommended, but not required.
6. No device for player's protection shall be worn which may injure other players. Ref's discretion.
7. Footwear must have a fairly smooth rubber sole. Running shoes, basketball shoes, tennis sneakers, etc. are recommended. Leather-soled shoes or open-toed shoes (sandals) are not allowed. Boots of any type are not allowed, as they may pose a danger for players and officials. In order to "level the playing field (ice)", broomball and curling shoes are not allowed.
8. Goalies will be allowed to wear a baseball/softball glove to assist in stopping the ball. Goalies may also wear shoulder and chest pads, but hockey leg and arm blocking pads are prohibited. **They may also use a broom.**

B. Locker Rooms

1. Since the league includes men and women, it will not be available for changing clothes of a "private" nature. Please be respectful. For actual changing of clothes, locker room #147 (right next door) will be available for women, and #133 (under the bleachers closest to the skate shop) will be available for men. If locker rooms are not kept clean, privileges may be taken away.

4. **Safety and Prevention**

- A. A player who has any visible amount of blood on their uniform shall be considered an injured player and must leave the game immediately for appropriate treatment and/or changing of clothes.
- B. Players wearing glasses should have shatter proof lenses and straps.
- C. There are no jewelry restrictions unless an IM employee deems items as dangerous to any participant. In those cases, jewelry must be removed or participant cannot play.

5. **Participant Conduct and Fair Play – "SPORTSMANSHIP"**

- A. All players, captains, and spectators will be held to a reasonable standard of conduct and fair play. Violators of this standard will be subject to sport-specific penalties, Team Sportsmanship Rating System and/or possible removal from the building and future intramural sports.
- B. Fighting - anything resembling fighting (i.e. pushing, shoving, wrestling) will be called as fighting and players involved may be barred from all IM activities for up to one calendar year based on IM Disciplinary Policies. Teams of those players may have to forfeit immediately and be ineligible for playoffs.
- C. A player ejection will result in an "Unacceptable" Sportsmanship Rating for that game. Any game involving a second player ejection from the same team will result in termination of contest and a "Season Ending" Sportsmanship Rating for that team.

6. **Time Regulations and the Length of Game**

A. Duration of Game

1. There will be **three** (3) periods of 11 minutes each of running time. Teams will be allowed five (5) minutes of warm-up from the scheduled time of the match before the clock starts running. There will be a **one** (1) minute break between periods.
2. Any time in the third period, when a team is up by **7** or more goals, the game will be over, and the losing team has the option of using the ice for the remainder of the game time showing on the clock, in order to practice. If they choose not to use the time, the winning team may have the ice.

3. **In the last minute of the third period, the clock will stop when play is whistled dead whenever one goal separates the teams, or the game is tied. It will re-start when the ball is touched.**

B. Time outs: No team time outs!

## 7. Forfeits and Starting Games

A. Forfeits

1. Game time is forfeit time. There is no grace period.
2. If a team forfeits once for any reason, they jeopardize their eligibility for playoffs. Forfeiting a second night drops that team from play for the rest of the season.
3. If at any time a team falls below four on-ice players due to penalty, injury, ejection, etc., the game will be forfeited. Once team minimum is met, late arrivals can still play once they check in.
4. If a team has to forfeit the game due to a lack of players, they will be required to forfeit their ice time. The team who has enough players can use the ice time for a practice session.
5. Participants failing to check in with the scorekeeper before play will be penalized, and may penalize the whole team. Once a person is found to have played prior to checking in, they will be asked to present a valid ID. If the player can present a valid ID, he/she will be removed from the game. If that player is unable to present a valid ID, the game will be declared a forfeit.
6. Players striking any official will be barred from all Intramural activities and the game shall be forfeited immediately. (see IM Handbook)

B. Starting the Game

1. A face-off will occur at an area considered center ice. The ball will be dropped by the official, and cannot be touched by the players until it hits the ice. Other players start at least 10' away, onsid.

## 8. Playing Rules and Scoring

- A. Face-offs or team possessions will be used after rule violations, as listed in section 9.
- B. Offsides only applies on face-offs, in which case each player must be on his/her defensive side of the ball at the beginning of the face-off.
- C. Icing: There is no icing call in broomball.
- D. The ball may not be hand-passed to a teammate. The ball may be stopped and controlled with the hand, but not held.
- E. If the ball is above the waist, it may not be played or attempted to be played by the broom. A minor penalty will result if the broom endangers another player.
- F. If the ball is played above the shoulder with a broom, a minor penalty will **automatically** result.
- G. When shooting, the broom must never go above the waist. If intentional, or near enough to another player to be dangerous, a minor penalty will result.
- H. The goalie is the only player who can catch the ball. They can only use their hands to possess the ball in the crease. They cannot throw the ball forward with the hand once they gain possession.
- I. The goalie is the only player allowed in the crease.
- J. To score, ball must be legally hit with the broom. The entire ball must cross the goal line without making contact with any offensive player's body first.

## 9. Fouls, Violations, and Penalties

A. Re-starts:

1. Minor, major, and misconduct penalties result in penalty box time and a face-off at the painted face-off dot closest to the offending team's goal.
2. Non-flagrant "possession" fouls result in no penalty box time, but offended team gets possession for a shot or pass from the painted face-off dot closest to the offending team's goal, with offending team players outside the face-off circle until the ball is touched.
3. **A ball that entirely crosses outside the sideline (where there are no dasher boards), will be awarded to the team who did not touch the ball last. The ball will be put into play with the broom, from the spot on the ice nearest to where it went out of play. All defenders must be at least 10' away until the ball is struck.**

B. Penalty Definitions

1. Non-flagrant "possession" fouls = no penalty box time, but possession as listed above.  
Examples:
  - a. Kicking the ball forward.

- b. Batting the ball forward with the hand, or hand-passing to a teammate.
  - c. Broom above the waist with no danger to another.
  - d. Offsides on a face-off.
2. Minor Penalties: All minor penalties will be three minutes in duration. All penalties served in penalty box. Re-start with face-off.  
Examples:
- a. Early substitution (on-ice player wasn't clearly off before properly outfitted player entered)
  - b. Illegal equipment
  - c. Broom above waist, presenting danger to another player
  - d. Broom above shoulder, regardless of player proximity
  - e. Minor personal fouls – determined by intent and result -- (tripping, holding, hooking, slashing, etc.)
  - f. Offensive or defensive player intentionally or repeatedly in the crease.**
  - g. Any intentional, reckless, or out of control conduct which could be dangerous to others.**
3. Major penalties will be five minutes, with penalty served in penalty box. Re-start with face-off.  
Examples:
- a. Checking (player's 1<sup>st</sup> offense)
  - b. Throwing the broom (prevent goal, etc.)
  - c. Equipment abuse
  - d. Interfering with goalie
  - e. Flagrant versions of personal fouls (tripping, holding, hooking, slashing, etc.)
4. Game Misconduct leads to player being ejected from the game and the ice. Re-start with face-off while another player serves 10 minutes in penalty box.  
Examples:
- a. Checking (player's 2<sup>nd</sup> offense)
  - b. Any other behavior of a severe, dangerous, unsportsmanlike or inciting nature
- C. Clarifications
1. If a penalty expires during play, and that team remains shorthanded, the penalized player in the box may be released immediately. The player need not be replaced by a person on the team bench.
  2. Delayed penalties will be used, whereby an official will signal a penalty, but not stop play until the offending team touches the ball.
  3. Any penalties not listed in these rules will be ruled on by the officials, using their own discretion. Please cut us some slack as this game is still fairly new to us!
  4. At no time will a team have less than 3 players on the ice (including the goalie). All players who need to serve penalty time must do so in the penalty box. However, if multiple penalties create less than 3 players on the ice, a player from the bench must enter the game to make 3 players. If multiple penalties create less than 3 players on the ice, and there are no substitutes left, the game will be a forfeit.
- D. Disqualifications
1. Any player accumulating a total of three penalties in one game will be disqualified for the remainder of the game and must leave the ice. If all penalties were minors, they will still be eligible for their next game.
  2. Any player receiving two majors in one game will also be removed from the game.
- E. Penalty Shots
1. Given when a player is deprived of a scoring opportunity in their offensive zone, or when they are taken down during a breakaway when they had an open shot on goal.
  2. If a penalty shot is awarded and a minor penalty could have been given, the offended team can choose between any player from their team taking the shot, or having the penalty served, but not both.
  3. A stationary penalty shot will be taken from 12 feet away from the goal (cannot move in on the goalie before shooting).
  - 4. When a defensive player in the crease stops/blocks a ball**
- F. Captains are expected to ensure proper behavior by their players and spectators should an altercation develop. Details, including penalties, are spelled out in the IM Handbook and Captain's Responsibilities handout.

## 10. Tie Games and Overtimes

- A. A game ending in a tie will remain a tie (no overtime periods). Exception: playoff games = the best of five (5) alternate penalty shots will determine the winner. If still tied, shooting order remains the same and it becomes sudden death on the next shots (if A's shooter scores and B's does not, then team A wins, etc.).
- B. Tie-breaker penalty shot procedure (playoffs only):
  - 1. Five shooters must include (3M, 2W or 3W, 2M) in any order.
  - 2. Stationary shots are taken from 12 feet away from goal.

#### **11. Playoffs**

- A. The number of teams who qualify, plus the number, length, and playing rules for playoff games may be altered as time, weather, facility, and equipment conditions require. A variety of options will be considered before altering the preferred playoff format.
- B. Playoff schedules will be available online beginning the Friday before playoffs by 4 p.m. Make sure you have enough players on your roster so you do not have to forfeit during playoffs.
- C. A captain should call the IM Office to check on their team's status as to playoffs. The IM Office does not personally notify teams regarding playoff schedules. Please see the IM Handbook for specifics as to the procedures for determining how teams advance to playoffs.
- D. The captain is responsible for notifying his/her team of the playoff schedule. Playoff schedules will be available online beginning Friday, April 10<sup>th</sup>, by 4 p.m.
- E. Teams who don't want to be included in playoff consideration must contact the IM Office in person prior to their last regular season game.
- F. Teams need to familiarize themselves with the Team Sportsmanship Rating System located in the IM Handbook as this will affect their eligibility for playoffs at the end of league play.

#### **12. Officials and Manager Duties**

- A. Officials
  - 1. Officials will be provided by the Intramural Office. As this sport is fairly new to us, your patience and understanding is appreciated.
  - 2. Only team captains may discuss rule interpretations with officials.

#### **13. Miscellaneous**

- A. Participation in the Intramural program is voluntary. The University is not responsible for injuries incurred while participating in Intramural sports. Each participant is advised to carry personal health and accident insurance. For reporting purposes, participants injured during play must have an appropriate report form completed and turned in to the Intramural Office within 48 hours of the injury.
- B. T-shirts will be awarded to those participants on the championship team who played in at least one game and did not commit multiple violations. The t-shirts should be picked up individually in the office beginning two days after final playoffs and within 15 academic weeks.