

University of Minnesota

Intramural Broomball Rules

Intramural broomball will be played by the following rules. Team managers are responsible for the eligibility and conduct of all their players. Every participant is responsible for the rules and regulations in the Intramural Handbook <http://www.recsports.umn.edu/intramurals/index.html>.

THE GAME, RINK, AND EQUIPMENT

- A. **The Game:** The game is played by two teams consisting of five players each. In general, there are two forwards, two defensemen, and a goalie. The object of the game is for your team to score more goals than your opponents during the specified game time.
- B. **Playing area:** Play will take place at Ridder Arena. Locker rooms are not available for Intramural broomball use, dress accordingly upon arrival. Each team will be assigned a team bench at the rink where substitutes will be required to stand. A penalty box will be used when penalties are assessed.
- C. **Equipment:** Game balls, goalie masks, brooms, and helmets will be provided by the Recreational Sports Department. The equipment may be checked out from the supervisor at the site. All other equipment (shoes, pads, etc) must be provided by the participants.
 1. **Shoes:**

Any shoes or boots are legal. Broomball shoes are highly recommended. Foreign substances on player's shoes such as sandpaper, spikes, etc. are not allowed. Players attempting to use altered shoes or boots that are illegal will receive a red card and be suspended for a minimum of one additional game.
 2. **Brooms:**

All brooms that are specially made for Broomball are legal. Goalies must use a standard length broom, not a shortened broom.
 3. **Protective Equipment:**

Helmets, hockey gloves, pads, etc. are permitted and are recommended. The referee will be the final authority on illegal or unsafe equipment.

TEAMS, CAPTAINS, SUBSTITUTES, AND OFFICIALS

- A. **Teams:**
 1. **Open:**

Each team may have a maximum of 5 players on the ice at one time. A minimum of 3 players is required to avoid default.
 2. **Corec:**

Each team may have a maximum of 5 players on the ice at one time, 2 men, 2 women, and a goalie, which may be either gender. Teams with 4 players shall be 2 men and 1 woman or 2 women and 1 man, and a goalie, which may be either gender. Teams with 3 players shall be 1 man and 1 woman, and a goalie of either gender. A minimum of 3 players is required to avoid default.

B. Captains:

Each team will select a captain to act as a spokesperson for their team. Only the captain will be allowed to speak with the referee to question a rule interpretation during the course of the game. The captain will also be responsible for completion of the scorecard, checking out equipment, and **conduct of teammates and spectators.**

C. Substitutes:

All players on the scorecard other than the initial 5 on the ice at the start of the game are considered substitutes. Substitutions may take place for any player, except the goalie, at any time "on the fly" by tagging off in the bench area. A penalized player may not be substituted for until the penalty has expired. Players returning from the penalty box area must return to ice first and only then can they make a move to be substituted for on the fly. A goalie can only be substituted for during a stoppage of play and the official must be notified of this change.

D. Officials:

One official will administer the rules of the game. The decisions of this official shall be final. The official has the authority to penalize, eject, or forfeit any players, coaches, teams, or fans that exhibit reckless, unsportsmanlike, or dangerous conduct.

PERIODS AND INTERMISSIONS

A. Length of the Game:

Regular League: games will consist of two 12 minute halves.

B. Game time:

Teams must be ready to start the game at their scheduled game time. Any team not having enough players present at game time will receive a default. Any team that "no shows" without previously notifying their opponents **and** the Intramural Office will receive a forfeit (See the Intramural Handbook).

PLAYING THE GAME

A. The Start of the Game:

The official will conduct a short meeting with each team captain before the start of each contest.

B. Putting the Ball in Play:

1. A face off will take place:
 - a. At the beginning of any half or overtime period.
 - b. If the ball goes out of play and the referee cannot determine which team forced the ball out of play.
 - c. If each team commits a penalty simultaneously.
 - d. If the goalie covers the ball in the crease.
 - e. After a goal is scored.

*Teams must be inside the rink during the face off and need to be at least 15 feet away from the ball.
2. A drawback will occur after:
 - a. A penalty or infractions by one team.

b. A ball is hit out of play by one team.

*Guidelines for a drawback are:

- 1.) Teams must be onside.
- 2.) The drawback must go backwards or parallel, if it goes forward, the other team will receive a drawback at that spot.

C. Proper Use of the Broom:

1. A player may not carry the broom above his/her shoulders.
2. A player may not play a ball above his/her waist.
(Penalty is loss of possession for High Sticking or a minor.)
3. A player may not throw his/her broom.
(Penalty is a major, and an ejection, depending on the severity of the infraction.)
4. A player may not kick, push, or throw an opponent's broom that has been dropped.
(Penalty: Unsportsmanlike conduct, a minor.)
5. If you lose a broom you may not continue until you have picked it up off the ice.

C. Use of Hands and Feet:

1. Players may use their hands and feet to stop and control the ball, but they cannot kick, push, throw, or bat the ball to a teammate.
(Penalty is a loss of possession.)
2. Intentionally holding the ball with the hands or feet to prevent the opponent's access to it is illegal.
(Penalty is a minor.)

D. Stalling or Delay of Game:

No players shall intentionally hold the ball against the boards, goal, or ice with their hands, feet, stick or body for the purpose of delaying the game.
(Penalty is a minor)

E. Goalie Play:

The goalie is free to venture to all parts of the ice. However, the goalie may only freeze the ball in the crease area. Penalty for freezing the ball outside the crease area is a minor for delay of game.

*(Note: If the goalie receives a penalty, the penalty must be served by a player who was on the ice at the time of the penalty.)

F. Goal Crease:

No players, other than the designated goalie, may be inside the crease area unless the ball has preceded them. A player is considered in the crease when any part of that player's body or equipment is on or inside the crease line. Players may not pass through the crease intentionally. They may do so only to avoid contact with the goalie or other players. Penalty for being in the crease illegally is a minor for a crease violation.

G. Goals:

1. Allowed:

The ball, entering from the front of the net, passes between the goal posts, below the top of the net, and completely crosses the goal line.

2. Not Allowed:

- a. The ball is contacted above the shoulder level by the offense.
- b. The ball is kicked, thrown, or propelled in an illegal manner by the offensive team.

- c. The offensive team was guilty of an infraction at the time the goal was scored.
 - d. The goalie freezes the ball and is then pushed over the goal line by the opposing team.
 - e. The ball has been whistled dead prior to the goal.
 - 3. Goals scored open leagues are all worth 1 point.
 - 4. Goals scored by **Women in CoRec** games are worth 2 points.
- H. Checking/Contact:**
There is no checking in Intramural Broomball. Only incidental body contact is allowed. Players must be playing the ball at all times.
- I. Offside:**
There are no offside violations once the ball is in play. Players can NOT be offside during face offs and drawbacks.
- J. Ball Retrieval:**
The team which causes the ball to leave the rink is responsible for retrieving it and returning it to the official (even if the team has to play shorthanded while the ball is being retrieved). Failure to retrieve the ball immediately will result in a minor penalty for delay of game.

THE END OF THE GAME

- A. During the regular season, there will be no overtime. Games that are tie end in tie.
- B. During playoffs, 5 minute sudden death overtime will be played.
 - 1. Teams will be reduced to four players each (in Co-Rec, it shall be two men and two women, with no goalie). However, the player who acted as the goalie during regulation time may become one of the four players.
 - 2. The first team to score wins.
 - 3. If after 5 minutes, no team has scored, another player will be removed from the ice.
 - 4. Players may not be in the crease area unless the ball has preceded them.
 - 5. Substitutions may take place on the fly.
 - 6. Teams penalized during overtime must play shorthanded until the penalty expires.

SUMMARY OF BROOMBALL PENALTIES

Minor: Time = 2 minutes

- 1. Holding
- 2. Interference
- 3. Tripping
- 4. Delay of game
- 5. Too many players on the ice
- 6. Roughing/ Checking
- 7. Elbowing
- 8. Slashing
- 9. Illegal use of equipment
- 10. Failure to retrieve a ball
- 11. Unsportsmanlike conduct
- 12. Avoidable contact rule

Major and Automatic Ejection: Time = 5 minutes

1. Fighting
2. Spearing
3. Butt ending
4. Kicking
5. Throwing the broom
6. Check from behind

University of Minnesota Intramural Policies and Procedures

I.D. Check-in-Policy and Procedure

1. All students, staff and faculty **MUST** present a valid U of M identification card; non-affiliates **MUST** present a valid non-affiliate card and picture I.D. to participate in any Intramural activity.
2. There will be no exceptions to this policy. If participants do not present a valid U of M identification and/or a valid non-affiliate card they will **NOT** be allowed to participate in the Intramural activity.
3. Penalty for attempting or using a false identification card will be suspension from the league. Suspended individuals **MUST** meet with the Intramural Director for possible reinstatement into the Program.

Player Add Policy and Procedure

1. All players **MUST** be officially added to the team roster by completing a roster add form. The forms are available at the Intramural Office in building 1901 room 110.
2. The add form must be completed and returned to the Intramural Office by **12 NOON** the day of the scheduled match for the players to be eligible. For matches scheduled on Sundays, forms must be completed and returned by **12 NOON** Friday.
3. Captains are responsible to ensure the eligibility of all players added. This includes insuring that all added players are **NOT** on another team's roster.
4. Players not added to the roster will **NOT** be allowed to participate.