



Broomball 5vs5

Schedules

League schedules will be posted on the bulletin boards at the Student Activity Center and on imleagues.com

General Procedures

1. All participants must register on imleagues.com and be accepted by the captain 24 hours prior to the game they wish to play. Upon the start of a competition, the IM Sports staff will check all rosters to ensure eligibility. Players who do not appear on a team's roster will be classified as ineligible and will be required to register before being allowed to play.
2. No roster additions will be allowed after the completion of regular season play.
3. Default vs Forfeit - Any team knowing in advance that they will be unable to play a regularly scheduled game has the opportunity to default. If a team defaults, they will receive a loss in the standings, an "Exceptional Sports" sportsmanship rating, and does not count as a forfeit. In order for a team to default, the team captain must contact the Intramural Coordinator in writing by 5:00 p.m. on the day prior to their contest. Otherwise, it is considered a forfeit. If a team forfeits, they will receive a loss in the standings and a "Needs Improvement" sportsmanship rating.
4. Teams must arrive 15 minutes before their scheduled start time to insure that the event runs on schedule. A 10 minute grace period will be allowed before a forfeit is awarded.
5. All players must have their valid LSSU ID card at the appropriate playing area in order to play.
6. Teams must present their LSSU ID's to the Student Activity Center to enter the facility and must present their LSSU ID to the site supervisor to check-in prior to play that night. Community members and alumni must present a photo ID to the site supervisor to check-in prior to play that night
7. Any player that is bleeding must leave the game immediately. The bleeding must be stopped and the wound securely covered with a bandage before the player can continue. If there is blood on any clothing or jersey, it must be changed before the player resumes play.
8. The Sport Supervisor and Intramural Assistant is responsible for recording scores, running clock, and keeping order. The Sport Supervisor has the authority to eject any player for unsportsmanlike behavior (profanity, fighting, and participating in a contest under the influence of alcohol or other drugs, etc.). See Intramural Participant Handbook for more details.

Reporting Scores

1. Final scores and team sportsmanship ratings must be reported to the Sport Supervisor.
2. If you have another game, always check with the Sport Supervisor about return time before you leave the facility. It is our intention to keep games moving.

Game Format

Overview

Broomball is a game very much like hockey. Most hockey rules apply, except that the game is played with a regulation broomball stick (which is shaped like a broom) and a regulation broomball (which is a heavy plastic ball, similar to a #3 soccer ball). Sticks and balls are provided by the Intramural Athletics program. The game is played on half of an ice hockey rink. Players are not allowed to wear skates.

Equipment

1. Brooms and balls will be provided by the Intramural Sports program. Participants may not use their own brooms. Any player found abusing the equipment will be ejected and responsible for the replacement cost.
2. Footwear-Recreational Leagues: Players must wear non-marking, rubber-soled shoes that have clean soles. Running shoes, basketball shoes, tennis sneakers, curling shoes etc. are recommended. Spikes, cleats, broomball shoes, street shoes, ice skates, leather-soled shoes, open-toed shoes (sandals) or boots are not allowed.
3. Gloves may be worn. Hockey gloves will be permitted.
4. Helmets with facemasks are REQUIRED to be worn with the chinstrap secured while on the ice. Players not wearing a helmet may not be on the ice and will not be allowed to play. Helmets are provided by intramural athletics. Goalies are required to wear a helmet with a full facemask. Players may wear their own helmet as long as the helmet has a facemask (clear or full).
5. Mouth guards are highly recommended but not provided.
6. Additional padding may be worn which includes knee, elbow, and shin pads. Shin pads or elbow pads must be worn under clothing. Shoulder pads and breezers are not permitted.
7. Goalie equipment – See Goalie.
8. No jewelry is permitted. This includes watches, necklaces & bracelets (cloth, hemp, rubber, etc.), rings, earrings and others deemed unsafe by the officials or supervisor.

Players and Substitutes

1. A team consists of six (6) players including a goalie.
2. If there are six (6) players there must be at least 2 females on the ice.
3. A minimum of four (4) players are required to begin a contest. If there are only four players one must be a female.
4. Substitutes may enter the game during live ball situations providing the following conditions:
 - a. Players entering the game must wait until the player leaving the playing area is completely off the playing area before entering.
 - b. Players must exit the playing area at the same place where the substitute is entering the playing area.

Timing

1. A coin toss at the beginning of the game will determine which goal will be defended. Teams shall switch ends at the end of each period.
2. Each game will consist of two (2) halves with each running half lasting twenty (20) minutes in length. During the last minute of the 2nd half, the clock will stop at all dead ball situations.
3. There will be a five (5) minute intermission between halves.
4. Each team will be allowed one (1) time-out per game. A time-out will be one (1) minute in length.
5. Timeouts may not be called during overtime.
6. OVERTIME Period (Playoffs only)
7. A five (5) minute sudden death overtime period will take place if the score is tied at the end of regulation.
8. There will be no timeouts during the overtime period.
9. If the score is still tied after the overtime period, a shootout will take place with the five players on the ice.

Scoring

Each goal is worth one (1) point.

Penalty Shots

1. The fouled player shall take the penalty shot. If no player has been fouled, any player on the non-offending side may take the shot. If the player awarded the penalty shot is injured, the try may be taken by any teammate.
2. The ball will be placed directly in front of the goal at a distance of 15 feet from the goal line.
3. The player attempting the shot must remain stationary to shoot the ball. He or she may not contact the ball until they contact it for an actual shot. Once the official places the ball, the official shall sound his whistle to indicate readiness for play. The player then has five seconds in which to contact the ball. The player may not fake or feign a shot nor adjust the ball in any way before the actual shot.
4. The ball does not become live until it touches or passes the goalie.
5. All players shall stand behind the shooter, no closer than 20 feet from the goal line, and remain quiet until the shot has been completed. If a player other than the defending goalkeeper causes the penalty by another to fail, a second attempt shall be awarded.
6. Players may not move toward the goal line or attempt to play the ball until it becomes live.
7. A violation by the player taking the penalty shot will result in an indirect shot by the defense. Any violation by the defense during the penalty shot will result in another shot and may be considered unsportsmanlike or misconduct.
8. Faking of shoot-out or penalty shots is not allowed. If done either successfully or unsuccessfully, the goal will not count and there is no retry.

General Rules of Play

1. There is absolutely NO CHECKING allowed. Players must play the ball, and not the body at all times. Penalty: Ejection and major penalty.
2. How to Start - 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. The ball is placed at center ice. Two opposing players will face each other with one knee and the knuckles of both hands on the ice on their respective side of the ball. At the referee's whistle, the players are allowed to strike the ball. Once the ball has been initially hit, players must return to their feet before they may participate further. The ball is put in play by this method at the beginning of each period, after each goal, and after each penalty shot.
3. The ball must be passed from player to player using the stick. A player may kick the ball but it must touch their own stick before touched by another player. Penalty: Indirect shot awarded to opponent at spot of infraction.
 - a. Note: Players may not intentionally kick the ball out of their defensive zone, a violation of this will result in an indirect shot at the spot of infraction.
4. Goals - The ball must be directed into the goal by the broom. Note: A goal may be scored if the ball is directed by a broom and then deflects off a player's person or equipment. It is not a goal if the ball hits an official and goes directly into the net. The entire ball must go over the goal line in order to award a goal.
5. Players may not catch the ball. They may knock it down with their hand, but if this occurs, they must be the first to play it with their broom before it touches another team member. No hand passes.
6. Players may not play the ball or block a shot from their knees. Players must be in the standing position when attempting to make any contact with the ball.
 - a. Exception: Goalies may play ball from their knees as long as any part of their body is in the crease.
7. A broom may never be swung above the waist height. Penalty: Violation or 2-minute minor penalty.
8. A ball knocked out of play will be put back in play with a face-off at the spot nearest the spot the ball

was last touched by a player.

9. After each penalty, an indirect free shot will result at the spot of the penalty. Indirect shots will be made at the center circle when the penalty occurred in the attacking area of the player/team being penalized.
10. A ball lodged or caught behind the net/goal is blown dead and a face-off occurs at the nearest face-off spot.

Goalies

1. The goalie may use a broom.
2. Goalies can use their hands and may catch and/or freeze the ball as long as some part of their body is in the crease.
3. 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.
4. The goalie may not roll or throw the ball out of their half of the ice. If this occurs, possession of the ball will be given to the opponent at center ice for an indirect shot.
5. The goalie may not throw their stick or gloves in order to stop a goal from being scored.
6. Goalie may not use goalie thigh/shin pads. They may wear a form fitting glove (ex. batting, racquetball) or a glove with pockets (hockey or softball).
7. A helmet with a full facemask is required and will be provided.
8. The goalie may be pulled or put back into goal at any time, as long as the officials have been notified.
9. No player, offensive or defensive, except the goalie is allowed in the crease area. A goal scored by offensive player in the crease is disallowed, unless a defensive player pushed the player into the crease. A defensive player other than goalie stopping the ball in the crease will be penalized by awarding a penalty shot to the opponent.
10. The goal crease is an imaginary 4-foot radius making a half-circle and extends from the center point of the goal line perpendicular from the front of the goal.
11. Goalies will serve all penalties they receive. Another team member may assume the position of goalie while the original goalie is serving penalties.

Off-sides

There will be no off-sides in broomball except during face-off situations.

Minor Violations/Indirect Shots

1. 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 or kicking the ball 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 (ball awarded to opponent at nearest face-off 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. Playing the ball with any part of the body (other than hands or feet) on the ice.
 - i. Player in crease or breaking plane of crease with stick or body.
2. When the offensive team breaks these rules, the officials shall stop play immediately and award the indirect shot. When the defensive team violates these rules, the officials will blow the whistle and award the indirect shot only when the ball has come into the possession of the defensive team. If

defense stops a goal or ball in crease, penalty shot awarded to attacking team.

3. A goal may not be scored directly from an indirect shot. The ball must be touched first by a teammate or an opponent before going into the goal.
4. Indirect shots shall be taken from the point of the infraction/violation with the following exception:
 - a. Any infraction/violation by the offensive team which occurs in the attacking zone will result in an indirect shot from the center line.

Penalties

1. Minor violations - indirect shot (clock does not stop).
2. Minor penalty - penalized player removed for two (2) minutes during which time no substitute is permitted unless the penalized team is scored upon.
3. 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.
4. Misconduct penalty - penalized player is removed for ten (10) minutes during which time a substitute is permitted immediately.
5. Game penalty - penalized player is ejected for the remainder of the game and must set up an appointment with the Director of Intramural Sports or his/her designee prior to playing any intramural activity.
 - a. 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 Coordinator of Intramural Sports or his/her designee prior to playing any intramural activity.
6. After each penalty, play will be restarted with an indirect shot at the spot of the penalty. Any penalty which occurs in the attacking zone of the team being penalized will result in an indirect shot from the center line.

Two-Minute Minor Penalties

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

Five-Minute Major Penalties

1. Checking and cross-checking (plus ejection).
2. Charging
3. Throwing broom or gloves at a ball
4. 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

1. Defensive player other than the goalie stopping the ball in the crease or knocking the ball out of the crease with a chance of scoring.
2. Offensive player has obvious breakaway when defensive player throws anything at the player, including the body or the broom, and makes him/her lose control.
3. When defensive player catches up to the offensive player from behind and plays the body instead of the ball.
4. Throwing a stick or helmet in frustration or anger.

Misconduct Penalties/Ejections

1. 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 for 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.
 - e. Abuse of equipment.
2. Violations which result in the penalized player being ejected from the game:
 - a. Fighting - defined in the Intramural Sports Policies. ii. Deliberate roughing of an opponent-CHECKING.
 - b. Slashing, spearing, butting, or swinging stick at a player (hitting or missing).
 - c. Attempt to injure an opponent.
 - d. Unsportsmanlike conduct or repeated acts of abuse to officials.
 - e. Player(s), coaches and spectators using obscene gestures or language.
 - f. Players leaving bench or sidelines to participate in an altercation.

Penalty Time

If a player commits a penalty that results in them serving time, the time served will not start until the ball next becomes live. (i.e. If a player commits a two (2) minute minor penalty at 5:13, but the next face-off does not occur until 4:59, there time does not start until 4:59 and will not be released from the penalty box until 2:59 or a goal is scored.)

Power Play Goals

If a player is serving a minor penalty and the opposing team scores a goal, they will be released from the penalty box and may rejoin play. If a player is serving a major penalty, they must serve the full five (5) minutes regardless of how many goals their opponent scores.

Multiple Penalties

No more than two (2) players may be suspended from play by penalty at one time. If a third penalty is called on a team that is already serving two (2) penalties and that team has one or more substitutes, those players will be sent off of the floor, and their time will not begin until one of the first two (2) penalties expire. If a team does not have any available substitutes, the player committing the third penalty will serve their time plus the time remaining on the first penalty. The player who committed the first penalty will be released

back into play. (Example: Player A has 0:34 on his/her penalty, Player B has 1:27 remaining, Player C commits a minor penalty. Player C will serve 2:34 and Player A will be released back into play.)

Concurrent Penalties

If one (1) player on each team receives a penalty during the same stoppage of play, both players will be sent into the penalty box and both teams must play shorthanded for the duration of the penalties.