Bemidji State University  
Intramural Broomball Rules

1. EQUIPMENT
   - A standard sized broomball and brooms will be provided by the Intramural Department. Helmets may be checked out with a student/member ID.
   - Warm clothing and shoes or overshoes suitable for running on ice may be worn. Specially manufactured “broomball shoes” are legal. **However, it is illegal to apply any foreign substance (such as sand, glue, spikes, etc.) to shoes or boots.** Any shoes considered dangerous to other players will not be allowed.
   - All participants are required to wear a helmet; other protective equipment is permitted such as hockey gloves, pads, etc. unless the equipment is considered dangerous to other players.
   - The penalty for illegal equipment is a warning; if repeated, the player be disqualified plus a penalty shot will be awarded to the opposing team.

2. THE GAME
   - A coin toss will decide which team defends which end at the start of the game. Late teams forfeit the choice to the opponent. The teams will change ends at the beginning of each subsequent regular period and overtime period.
   - The game consists of two 18-minute periods. Time runs continuously throughout each period.
   - The winning team is the team with the most goals at the conclusion of the game.
   - In case of a tie, there will be a 5-minute sudden death overtime period.
   - If at the conclusion of the overtime period the score is still tied in a playoff game, there will be a 4-person shootout. There will be a coin toss to determine which team shoots first. The team with the most goals at the end of the shootout will be declared the winner. If there is no winner the sudden death shootout will continue. The teams will alternate shooting first. All players on team must shoot before a shooter can be repeated.
   - **Mercy Rule-** If at any time a team is up 10 points or more that team automatically wins and the game is over at that point.

3. PLAYERS
   - Teams consist of four players and one goalie. In Co-Rec leagues, teams must have at least two females out on the ice, unless an ejection has occurred.
     - Penalty: Minor, penalty shot for each offense thereafter
   - A disqualified player may not be replaced. In Co-Rec, two players will be disqualified as there has to be an equal number of men and women at all times.
   - There is free substitution of all players. Goalkeeper Exception: If someone begins a live period of play as goalkeeper, they cannot change that status until a whistle. Likewise, a non-goalie cannot gain goalie’s privileges until a dead ball has been blown, and the referee has been informed.
     - Penalty: Minor, then a penalty shot for further offenses
   - Team roster sizes must remain at 14 players or fewer.
   - Only team members are allowed on the ice, on the team bench, or in the area directly behind the bench.

4. SCORING
   - A goal counts as one point.
   - A goal is scored when the broomball, entering from the front, passes between the goal posts, below the top of the net, and completely across the goal line. An attacking player may score a goal when the ball was last touched by their broom, and then only if the ball, when so played, was not more than three feet off the ice.
If the ball was last touched by a defending player before it entered the cage, the goal is allowed regardless of the manner in which the ball was caused to enter the cage unless the attacking player propelled the ball other than will his/her broom.

If a player kicks the ball into his/her own net, a goal is awarded to the opposing team.

A goal will be disallowed and not counted in any of the following cases:
- When the goal is scored while a delayed penalty was on the attacking team or a foul is committed by the attacking team during the scoring of the goal.
- If any member of the attacking team was in the or running through the Goal Crease when the goal was made from outside the crease, unless the goalkeeper was outside the crease when the play was made.
- A shot deflected off an official and went into the goal.

The final decision on any goal is up to the official.

5. PUTTING THE BALL INTO PLAY

Game play will begin with a face-off at the center of the rink with two opposing players standing with both feet and body squarely facing their offensive end of the rink. The ball will be placed between the two brooms. Play will commence when the referee blows the whistle.

In a legal face-off, the tips of the two face-off brooms 24” apart, all players (except those facing off) on sides and not within 15 feet of the face off spot. The face-off spot must be at least 5 feet from the nearest sideboard.

6. PLAYING THE BALL

- The ball may be stopped by any part of the body, but may not be caught, thrown, batted or kicked. **The feet may be used to stop or deflect the ball, but may not be used to kick it.**
  - Penalty: Minor
- Interference with an opponent not playing the ball is not permitted anywhere under any circumstances.
- The Goal Crease:
  - A player on the attacking team may not stand, walk, stay in, or run through the goal crease when the ball is outside the crease, nor may they be in the crease when a goal is scored by a teammate who is outside the crease. A player on the attacking team may stand or stay in the crease when the ball is in the crease or that player is in possession of the ball. These rules will only apply while the goalie is inside the crease.
    - Penalty: Minor, penalty shot on each subsequent offense
  - No defensive player (except the goalkeeper) may stand in or run through the crease. The defensive player may enter the crease only once the ball is in the crease.
    - Penalty: Minor, penalty shot each subsequent offense
  - NOTE: A player is not considered “in the crease” if pushed there by an opponent. However, once pushed in, that player must attempt to leave the crease IMMEDIATELY.
- To pass in the ball, a player from the team awarded the ball passes the ball into play with their broom. The spot that the ball is to be passed from will be the legal pass-in spot nearest the spot of the violation or foul.
  - When passing the ball in, no defensive players may position him/herself within 15’ of the player passing the ball into play
  - The pass in spot must be at least 5’ from the nearest sideboard
  - The ball may not be passed in until whistled ready for play by the referee; failure to comply will result in loss of possession
  - High-Sticking can and will be called if there is a violation on the pass-in.
- Face-offs will be declared by the official:
  - when a period begins (center ice mark)
  - after a goal (center ice mark)
  - after a penalty shot (if successful – center ice, if not – spot in offending team’s defensive zone)
- after an injury (spot of last play)
- after a tie up of the ball by players of both teams (nearest legal spot to the tie-up spot)
- when both or neither team is responsible for ball leaving rink (nearest spot the ball the left rink)

7. GOALKEEPER

- Each team may have only one goalkeeper or player with goalkeeper’s privileges on the ice at any one time.
- With the feet, body, or broom, the goalie may play the ball in any manner (except throwing the broom).
- In stopping the ball, the goalie may catch, propel, or bat the ball with hand or broom in any direction. In clearing the ball, he/she may pick the ball up, carry it out of the crease, or throw it towards his/her own end of the rink. The throw must be underhanded and below the waist.
  - Penalty: Minor
- The goalkeeper will be given three seconds after catching the ball to clear it. If, after three seconds, he/she has failed to clear the ball the opposing team will take possession and pass the ball in.
- A goalie CANNOT participate in a play beyond the penalty shot mark in front of the goal he/she is defending.
  - Penalty: Penalty shot
- When the ball is on the ice, no player other than the goalkeeper may pick up, throw, cover, or trap the ball with his/her hands or body.
  - Penalty: Minor, Penalty shot each subsequent offense
- No player may intentionally delay the game by throwing or hitting the ball out of the rink or by committing any other act for the obvious purpose of stalling.
  - Penalty: Warning, penalty shot each subsequent offense

8. ILLEGAL PLAYER ACTION

- Checking or making deliberate contact with an opponent.
  - Penalty: Minor, if repeated or flagrant – penalty shot and game disqualification
- Roughing, elbowing, charging, kneeing, or pushing from behind.
  - Penalty: Minor, if repeated or flagrant – penalty shot and game disqualification
- There will be no tripping either with the broom, foot, leg or a sliding block.
  - Penalty: Minor, if repeated or flagrant – penalty shot and game disqualification
- Jabbing or slashing with the broom.
  - Penalty: Minor, if repeated or flagrant – penalty shot and game disqualification
- Holding an opponent or his/her broom.
  - Penalty: Minor, if flagrant – penalty shot
- Charging into, roughing, interfering with, or any other foul against the goalkeeper, while the goalkeeper is inside the crease.
  - Penalty: Penalty shot, if flagrant – penalty shot and game disqualification
- Fighting, punching with fists or broom, kicking or ATTEMPTING TO DO SO.
  - Penalty: Penalty shot plus game disqualification for offending players
  - NOTE: If an equal number of opposing players are disqualified, no penalty shots will be awarded. Face-off will be at last spot of play.
- The use of foul, abusive language or threats towards an opponent or an official. This includes “baiting” an opponent or using unnecessary ridicule.
  - Penalty: Warning, if repeated – game disqualification
- At no point during the swing may a player’s broom go above their waistline. This includes the back swing and the follow through.
  - Penalty: Minor, if flagrant and or each subsequent offense on any member of the team – penalty shot and possible ejection
- At any time a referee may warn and/or eject a player for dangerous use of a broom. This may include a potentially dangerous shooting movement or careless swinging of the broom, including the backswing
and follow through; windmill swings will not be tolerated. It is up to the judgment of the official with consideration for the safety of the players in mind.

- The officials have the authority and responsibility to remove any player judged to be potentially dangerous or hazardous to other players. Further, any flagrant violation or foul can be countered by a penalty shot and/or game disqualification.

9. PENALTIES

- Penalties will be called on a delayed basis. If a penalty is committed by a player of the team NOT in possession of the ball, the official shall signify the calling of the penalty by pointing his/her open hand at the offending player, and immediately upon completion of the play by the team in possession, blow the whistle and award the penalty to the offending team.

- Types of Penalties:
  - Warning – during a dead ball or when play is not interrupted, the official warns a team of an offense. Teams will face harsher penalties if they subsequently repeat the same offense.
  - Minor – awarding the ball to the team NOT committing the foul for a pass in from the side of the rink nearest the point of infraction.
  - Penalty Shots – a free shot at the goalkeeper from fifteen (15) feet in front of the goal.
    - The player fouled will attempt the shot. If no specific player is involved, the offended team’s captain will select a shooter.
    - The player taking the shot may stand stationary and shoot or run up to the ball and shoot.
    - The rebound will not be played.
    - During the penalty shot the goalkeeper must remain within 4 feet in front of the goal line.

Note: Sunflower seeds and tobacco of any kind are NOT allowed in the arena.

The team captain is responsible for thoroughly informing all team members of all intramural rules and policies and game rules as documented here.

Questions? Contact –

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