

Bemidji State University
Intramural Broomball Rules
(Men's and Co-Rec)

INJURIES: In case of an injury, please contact a Recreational Sports Supervisor. The supervisor will contact the University Security (extreme case - ambulance) for emergency treatment. When security (ambulance attendant) arrives, they will determine the best method of handling the situation and transporting injured players. Minor first aid is available with the supervisors (band-aids, gauze pads, and ice packs.) Individuals participate at their own risk. They are responsible for their own health and safety.

FORFEITS: If a team forfeits a game or misses the captain's meeting they are automatically ineligible for the playoffs. A team can become re-eligible one time by coming in and paying a \$15 forfeit fee. This fee needs to be paid by 4pm on the day of their next game. If a team does not pay then they can play the rest of their games, but will not be included in the playoffs regardless of record. Once a team forfeits twice, they may be permanently removed from the league.

****All players must bring a valid BSU ID to all games. If a player does not have an ID they will not be allowed on the ice.****

I. Equipment

- The Ball - a standard sized broomball will be used
- The Broom - brooms will be provided
- Warm clothing and shoes or overshoes suitable for running on ice shall 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.
- Everyone is 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.** Helmets are supplied by the Intramural Department and must be checked out with a valid BSU ID.
- The Referee is the judge as to whether equipment is legal or illegal. Penalty for illegal equipment: Warning, and if repeated, player disqualification plus a penalty shot.

II. Positioning of Teams on Rink

- The teams shall change ends at the beginning of each subsequent regular period and overtime period. A toss of the coin decides which team defends which end at the start of the game. Late teams forfeit the choice to the opponent.

III. Duration of the Match

- The game consists of two 18-minute periods. Time runs continuously throughout each period.
- If a team is late, their opponent will receive one goal. After 5 minutes another goal is awarded. The game is forfeited after 10 minutes. The score of a forfeit is 2-0.

- An employee of the IM staff will be the official timekeeper and will stop the clock only when there is a severe injury.

IV. Determination of the Winning Team

The winning team will be the team with the most goals at the conclusion of the game.

- Over-Time

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, 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 we will continue with a sudden death shootout. The teams will alternate shooting first. All players on team must shoot before a shooter can be repeated.

V. Use of Players and Substitution

- All Broomball teams use 4 players + 1 goalie. In Co-Rec, 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, 2 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.

Penalty: minor, than a penalty shot for further offenses

- There may be only 2 members of the men's or women's ice hockey club on the ice for one team at any time.

VI. Scoring

- A goal shall count as one (1) 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. As 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 (3) 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 WITH HIS/HER BROOM.

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

- **GOALS NOT COUNTED:** A goal shall be disallowed 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 the official and went into the goal

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

VII. Putting the Ball into play

- Face-Off: The game will start with a face-off at the center of the rink. To face the ball off, the ball shall be put into play with 2 opposing players standing with both feet and body squarely facing their offensive end of the rink. The ball will be placed between the 2 brooms. Play will commence when the referee blows the whistle. A legal face-off must have:

- The tips of the two face-off brooms 24" apart
- At the time of the face-off, all players (except those facing off) will be 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

VIII. Pass In

- 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 shall 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

IX. Face-Off 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)
- Tie up of ball by players of both teams (nearest legal spot to the tie-up spot)
- Both or neither team responsible for ball leaving rink (nearest spot ball left rink)

X. Playing the Ball

- The ball may be played or stopped with broom when the end of the broom is not higher than the waist of the player. If an ATTEMPT is made to play the ball when the end of the broom is above the waist, the ball will be awarded to the opposing team. If a high stick than causes a injury a penalty shot will be awarded.

- 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 actually in possession of the ball. The provisions of this rule will apply only while the goalkeeper is inside the crease. If the goalie is not, the crease rule becomes inoperative

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 once the ball is in the crease. 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.

Penalty: Minor, penalty shot each subsequent offense

XI. The Goalkeeper - each team shall 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 shall be given three (3) 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 shall pick-up, throw, cover, or trap the ball with their hands or body

Penalty: Minor, Penalty shot each subsequent offense

- No player shall 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

XII. Action of Players

- Checking or making deliberate contact with an opponent, is illegal in IM broomball

Penalty: Minor, if repeated or flagrant - penalty shot and game disqualification

- There will be no roughing, elbowing, charging, kneeling, or pushing from behind

Penalty: Minor, if repeated or flagrant - penalty shot and game disqualification

- There will be no jabbing with either end of the broom. There will be no tripping either with the broom, foot, leg or a sliding block. Slashing with broom is prohibited.

Penalty: Minor, if repeated or flagrant - penalty shot and game disqualification

- A player cannot hold 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 is prohibited.

Penalty: Penalty shot, if flagrant - penalty shot and game disqualification

- Fighting, punching with fists or broom, kicking or ATTEMPTING TO DO SO will not be tolerated

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

- No player shall use 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 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. THIS WILL BE THE JUDGEMENT OF THE OFFICIAL WITH CONSIDERATION FOR THE SAFETY OF THE PLAYERS IN MIND, THIS INCLUDES BACKSWING AND FOLLOW THROUGH OF A PLAYER'S SWING. WINDMILL SWINGS WILL NOT BE TOLERATED.

- 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.

- At no point during the swing shall 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

XIII. Conduct of Players and Spectators

- No players or spectators shall verbally harass or threaten the official or opposing players.

Penalty: warning, repeated offense or flagrant - game disqualification

- Any person that physically contacts an intramural employee, whether it is a blow, shove, grab, etc. will be suspended from all BSU Intramural activities.

- No person connected with a team shall try to influence an official in any manner while play is in progress or during an intermission.

Penalty: warning, penalty shot each subsequent offense

- No person connected with a team shall deliberately throw an object on the rink

Penalty: penalty shot and possible game disqualification

XIV. Penalties

- 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 must not repeat the same offense or face harsher penalties

- 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. There will be no playing the rebound.
- During the penalty shot the goalkeeper must remain within 4 feet in front of the goal line
- Game Disqualification
- The offending player is removed from the playing arena, not just the rink. The player's team captain must see that this is done within one minute of being informed of the disqualification or his team will be subject to forfeiture of that game. Under no circumstances may a disqualified player return to the same game. A penalty shot may accompany the ejection. **A DISQUALIFIED PLAYER MUST MEET WITH THE IM DIRECTOR PRIOR TO BEING ALLOWED TO PLAY AGAIN. ANY GAMES MISSED PRIOR TO MEETING WITH THE IM DIRECTOR MAY NOT COUNT TOWARDS A PLAYER'S SUSPENSION TIME. ALL DISQUALIFICATIONS WILL CARRY ATLEAST A MANDATORY ONE (1) GAME SUSPENSION. A PLAYER GETTING EJECTED FROM A PLAYOFF GAME WILL BE SUSPENDED FOR THE REMAINDER OF THE BROOMBALL PLAYOFFS**
- Forfeiture - If a team refuses to obey the decision of a referee, that team will forfeit that game and their forfeit fee. The game will be recorded as a loss and the team could face being dropped from the league.

NOTE: NO SUNFLOWER SEEDS, OR TOBACCO OF ANY KIND.

NO ONE IS ALLOWED ON THE TEAM BENCH OR IN THE AREA DIRECTLY BEHIND THE BENCH EXCEPT TEAM MEMBERS

XV. Adds and Drops

- All add/drops must be turned into campus recreation before 12 noon on the day of the match for the change to be in affect for that game
- Teams must remain at 14 players or fewer
- All Add/Drops for a Sunday game must be turned into the Intramural office by 12noon on the Friday before to be in affect.

XVI. Mutual Postponements

- All mutual postponements must be turned in at least 24 hours prior to either the original scheduled game date or the new scheduled game date, whichever is earlier

XVII. Sportsmanship Rating

- All teams must have a minimum cumulative Sportsmanship Rating of a 2.75 to be eligible for the playoffs. If a team misses this standard they will be ineligible for the playoffs regardless of record. Teams will receive a grade "A" - "F" each game by each referee and the site supervisor. If a team has a player ejected then that team will receive a grade no higher than a "D." Sportsmanship grades will be posted along with the schedules and standings.

- Any team that receives a cumulative sportsmanship grade below 1.99 will automatically be removed from the playoffs.