

# Intramural Broomball Rules

The following set of rules addresses gameplay for Broomball. Any additional situations that arise will be governed by the USA Broomball rulebook. Additionally, the intramural handbook addresses intramural policies that apply to all sports and should be read prior to registering an intramural team.

**Postings:** Schedules, league updates, game results, and playoff brackets will be posted on IMLeagues as that information becomes available. Team captains should check the site regularly to check for changes.

**Eligibility:** All students are eligible to participate in the Intramural Sports Program, provided they are enrolled during that semester/block at St. Olaf.

All faculty, staff, and spouses are eligible provided they have a current Recreation Pass, have signed the necessary waivers, and paid the necessary pass fees.

All eligibility protests must be presented to the supervisor before the game or when the protested player first enters the game.

**Pre-Game:** All participants must initial next to their name on the scoresheet. Players who participate in an intramural game without initialing next to their name are agreeing to the state indemnity and release that is stated on the intramural scoresheet.

**Equipment:** The intramural staff will provide pinnies with numbers. However, teams may provide their own jerseys, so long as there is a number on either the front or the back.

Additionally, brooms will be provided for all players.

Non-goalies **must** wear a hockey style helmet, as provided by the intramural staff. They may wear shin guards, gloves, or any other protective gear deemed appropriate by the intramural staff.

Goalies **must** wear a helmet with a full shield, to be provided by the intramural staff. In addition, goalies are permitted to wear a chest protector, leg guards, and a glove.

The intramural staff reserve the right to request equipment be removed if it is deemed dangerous.

**Forfeits:** To avoid a forfeit, teams must have the minimum number of players checked in by five (5) minutes past game time.

**Players:** Teams consist of 5 players on the ice. Teams must have at least 3 players to begin and continue a game.

**Timing:**

A game consists of two 20-minute periods, with a 5-minute half-time between periods. Teams switch goals between periods.

The clock will not stop during the game for any reason.

**Mercy Rule:**

The game will end, at the referees' discretion, if one team is ahead by five goals at the 5-minute mark in the 2nd half.

**Overtime:**

During league play there is no overtime. The game will end in a tie. During playoffs, 5-minute golden goal periods will be played.

If there is no winner after two overtime periods, the outcome will be decided by shootout, in accordance with the procedures below:

1. A coin flip will be used to determine which team will shoot first.
2. All shots will be directed toward the same goal.
3. Teams will alternate shooters.
4. The team scoring the most times out of the three shots shall be declared the winner.
5. If the score is tied after three shots, teams will continue alternating shooters in the same order until one team has scored and the other has not.
  - a. All players except the goalie must shoot before the order begins over with the first shooters.

**Substitution:**

**Substitutions are allowed on the fly for position players.** The on ice player should give their stick to the substituting player.

A goalie substitution is only permitted on dead balls and the officials must acknowledge the substitution by holding play.

There are no substitutions for a player serving a penalty. The player serving the penalty must first return to the ice, and then they may go to the bench for a substitute.

**Faceoffs:**

The ball is placed on the ice at the faceoff spot. One player from each team will stand onside opposite of each other, with all other players onside and at least 15 feet from the ball. The faceoff players begin play on the referee's whistle.

A faceoff will be used to put the ball in play in these situations:

1. At the beginning of each half or overtime.
2. If the ball goes out of play and the referee cannot determine which team forced the ball out of play.
3. If each team commits a penalty simultaneously
4. After a goal is scored.

**Free Play:**

A free play is used to restart the game after a penalty or violation.

The non-offending team is to place the ball at the spot nearest to where the penalty or violation occurred. All defensive players must be at least 7 yards away from the free play spot.

Once the referees ensure all players are ready for the restart, they will blow their whistle and the game will begin. The player taking the free play may pass, shoot, or dribble the ball once the whistle has been blown.

A goal can be scored off a Free Play.

If a free play is awarded within 7 yards of the goal, a penalty shot will be used instead.

### **Penalty Shot:**

Penalty shots will be taken from the penalty mark - 15 feet from the goal.

The shooting team must declare a shooter. The shooter must wait for the referee's whistle before taking the shot.

All players besides the goalie and the shooter must remain at least two yards behind the penalty mark until the shot is taken. The ball is in play when the shot is taken and moves forward.

The shooter may not play the ball again until it has been contacted by another player.

### **The Crease:**

The goalie may leave the crease at any time; however, they may only cover the ball while within the crease area, which is defined as one stick length from the crease.

If the goalie freezes the ball outside of the crease area, the goalie shall be issued a minor for delay of game.

Once a goalie freezes the ball in the crease, the opposing team must give 7 yards of distance to the goalie to pass the ball. The goalie may roll the ball or place it on the ground to pass it with the stick.

### **Scoring:**

A goal is awarded when the entire ball crosses the entire line from the front of the goal between the posts and under the crossbar. The team with the most goals at the end of the game will be the winner.

Goals may be disallowed for the following reasons:

1. The ball is contacted above shoulder level by the offense prior to crossing the goal line.
2. The ball is kicked, thrown, or propelled in an illegal manner.
3. The scoring team commits an infraction at the time the goal was scored.
4. The goalie freezes the ball and is pushed across the goal line.
5. The ball is whistled dead prior to the goal for any reason.

**Broom Use:**

Players should carry and use their broom in a safe manner. Players should not carry the broom above his/her shoulders or play a ball with the broom above his/her waist. High sticking may be called in either case.

Additionally, players may not intentionally throw their broom nor can they intentionally move an opponent's broom that has been dropped. Depending on the severity of the offense, a minor, major, or ejection can be issued.

Players who drop their brooms must retrieve it immediately before continuing to play. Otherwise, a minor for unsportsmanlike conduct may be issued.

**Hands/Feet Use:**

Players may use their hands and feet to stop, control, or pass the ball. However, they cannot shoot the ball into the goal intentionally with anything aside from their broom. This will result in the goal being disallowed and a loss of possession.

**Contact:**

**There is no checking or contact in intramural broomball.** Players should attempt to avoid contact by any means necessary.

Unintentional contact may be called a penalty if the player initiating the contact was too out of control to avoid the contact. This may be a major or minor penalty.

**Delay of Game:**

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

Delay of game is a minor penalty.

Additionally, it is delay of game if the goalie covers the ball outside of the crease area.

**Minor Penalties:**

The offending player will serve two minutes in the box and his/her team will play shorthanded. The minor penalty with the least amount of time remaining will expire should the team playing shorthanded allow a goal. The following are minor penalties.

1. Holding
2. Interference
3. Tripping
4. Slashing
5. Checking
6. Roughing
7. Elbowing
8. High Sticking
9. Delay of game
10. Too many players on the ice
11. Illegal use of equipment
12. Unsportsmanlike conduct/Misconduct

Any minor penalties can become major penalties if in the opinion of the referee the act was intentional. If it was intentional and an attempt to injure, the official will call a major penalty and eject the player from the game. ***Any player's second unsportsmanlike conduct or misconduct penalty (any combination of the two) is a mandatory major penalty and ejection.***

**Major Penalties:**

The offending player will serve five minutes. Major penalties will not expire when a goal is scored. If blatant, the player is ejected, and the team must remain shorthanded for the duration of the penalty. However, a player does not need to be sent to the box. Below are the major penalties:

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