



Broomball Rules

These rules are representative of current National Intramural-Recreational Sports Association rules with the following UAF Intramural emphases and modifications.

Prior to Game Time:

- All players must have signed the Waiver of Consent for Emergency Treatment on the team entry form.
- All players must have paid their individual \$15.00 entry fee.
- All players must show their valid polar express card (with an active SRC membership) to the game supervisor. If players do not have their polar express card, they must show their state or government issued photo I.D.
- All players must be listed on the team roster – Team captains can make changes to team rosters, 24 hours in advance. Roster additions are allowed until the last week of play.
- Brimmed hats and jewelry cannot be worn.

Team Requirements and Organization:

- Each team will consist of six (6) players with one being a goalie. A minimum of four (4) players is required to start and continue a game.
- Players may rotate at any time. No player shall enter the ice before another player on the same team has left the ice.
- Make use of penalty clock on the scoreboard for all penalties.

Game Time:

- Game time is start time. If a team is not on the ice ready for play within five (5) minutes the game is forfeited.
- Each game will be a single running clock period of twenty (20) minutes; championship game will be 30 minutes running time.
- One two (2) minute time-out per game. NO time-outs in overtime.
- An official time out may be called for an injured player or for other circumstances deemed appropriate by the official or supervisor.
- All ties will remain as such except during playoffs.

- A five minute sudden death overtime period will be played with a goal tender, and three players on the ice, and followed by a shoot out if necessary, until a winner is determined.

Shoot Out:

Each team will pick three players to go one-on-one with the opposing goalie. Both teams will get all three shots before scores are compared. If the result is still a tie, a one-on-one with only a single player from each team will settle the match. The first to score wins the match if this should occur. The ball will always be in forward motion throughout the shootout.

Equipment:

Broomball sticks and a ball shall be provided by the Intramural Department. Helmets are available for use during games, ask the game official if you are in need of one.

- **Helmets are mandatory.** Participants are encouraged to wear elbow, shin and knee protection. Remember, **NO helmet = NO play time!**
- Participants may use their own equipment, as long as it has not been modified in any way to gain an advantage over supplied equipment. Equipment used must also be safe and may not have hard surfaces which could injure another player.
- Footwear must have a smooth surface. Cleats, ice grips, etc. may not be used.
- All goalies must wear a helmet with a protective face mask. Gloves are optional.
- Clean shoes must be worn -- if mud is tracked onto the ice, a forfeit may result.

Goalies:

- May only handle the ball within the crease.
- Are entitled to use of the crease without interference.
- May not hold the ball longer than three (3) seconds.
- Inbound throw may be underhand, sidearm, or overhand. It must not travel past the blue line before bouncing on the ice.

10 Point Mercy Rule:

If at any time during a game a team secures a lead of ten (10) goals, the game will be halted with the leading team declared the winner. The game may also be stopped if, in the opinion of the official, a team is trying to prolong a contest and undermine the 10 - goal rule by failing to make a genuine effort to score another goal under which this rule would then be applied.

Player Conduct:

- NO CHECKING OR BODY CONTACT.
- Cherry Picking - LEGAL.
- Kicking the ball - LEGAL, but the ball must remain below the Plexiglas. A kicked ball may not score. A high-kick will result in the other team's ball at the point of kick.
- Face-Off - Restarts play after a violation, a scored goal, or ball goes out of bounds.

- Handling the ball - Ball may be knocked to the ice with the hands. A shot may similarly be blocked using the hands. Any attempt to PASS the ball with the hands or to clear the ball is illegal. A face-off will be used to restart play.
- No sliding will be allowed during game play, players may go to the knees with minimum forward momentum to hit the ball. Sliding into another player will result in a 2 minute penalty, and sliding with no contact will result in a face-off.
- Any verbal or physical behavior deemed unsportsmanlike by officials may result in ejection.

Penalties:

Two (2) minutes served in the penalty box -

- High sticking – any time the stick comes above the waist
- Checking
- Throwing a stick
- Interference
- Tripping
- Holding
- Inappropriate behavior

EXCEPTIONS: If the goalie receives the penalty another player will sit the penalty time for the goalie and if a penalty is assessed to a player that was sent to the box, an ejection will occur.

Ejections:

If a player is ejected from a game, they must schedule and attend a disciplinary meeting with the Wellness Coordinator before they can participate in **any intramural sport**.

- Fighting
- Intentional injury
- Roughing
- Any other behavior deemed to be unsportsmanlike by the game official

Protests:

- Based on rule interpretations - must be made AT THE TIME OF THE INCIDENT and before action continues. The team representatives of their respective teams are responsible for notifying the game official/supervisor at the time of the dispute that a protest is being filed, and that all necessary information concerning the dispute be recorded by the official/supervisor on the official scorecard. It shall be announced that the game is being played under protest.
- Based on eligibility - must be announced prior to the game or before the game ends. The team protesting must submit their protest in writing within 24 hours of the contest to the Intramural Office. This written document must include the name of the player whose eligibility is in question.

