

**University of Massachusetts Lowell  
Campus Recreation**



**Intramural Broomball Rules**

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, slightly bigger than a softball).

Helmets, sticks and balls are provided by the Intramural officials. The game is played on an ice hockey rink (Tsongas Arena). Players are not allowed to wear skates.

**Clothing**

- A. No street clothes (jeans, button shirts, dress pants, hard soled shoes, etc.) may be worn.
- B. Teams must wear matching colored shirts or use intramural pinnies.
- C. Shirts must be worn and tucked in; no "shirts & skins."
- D. No pads, splints, casts, etc. may be worn. A knee brace or necessary protective device may be worn if there is no exposed metal.
- E. Players must remove all jewelry prior to participation.

**Players' Equipment**

- A. Footwear: Rubber soled non-marking tennis or basketball type shoes are recommended. No spikes, cleats, heavy boots, street shoes, or similar footwear is allowed.
- B. Helmets are mandatory and will be provided by intramural sports. If a players helmet is removed while on the ice, they will be assessed a two-minute penalty.
- C. Gloves, shin pads, elbow pads, and mouth piece are optional, but recommended. Shin pads or elbow pads must be worn under clothing. Goalie pads/leggings are not allowed. Hand protection is limited to the use of mittens or gloves. Softball gloves can be provided for goalies. Softball gloves can also be brought by the players.
- D. Balls and sticks will be provided.

**Officials or Court Monitor/Supervisor**

- A. The officials shall not permit any player to wear equipment which, in his/her judgment, is dangerous to other players. The officials shall make the final decision on acceptable equipment.
- B. The officials shall have power to make decisions on any points not specifically covered in the rules. The officials shall conduct the game in accordance with the rules.

C. The officials shall penalize unsportsmanlike conduct by any player, coach, substitute, team attendant, or spectator by removing them from the game and the area.

### **The Team and Players**

Teams consist of six players, one being the goalie. A minimum of four players is required to start the game.

### **Timing and Scoring**

A. If a team does not show up within 10 minutes of the scheduled time, the result will be a forfeit.

B. A coin toss at the beginning of the game will determine which goal will be defended. Broomball is played in three periods, each period has eight minutes running time, with one minute between periods and one timeout per game. Teams shall switch ends at the end of each period. The clock will stop during the last 2 minutes of the third period in all dead ball situations (i.e., violations, penalties, injuries, and when the ball leaves the playing area) if the difference in score is two goals or less.

C. If the game is tied at the end of three periods, a shoot-out will take place. Five players from each team will attempt a penalty shot from the designated penalty shot line--5 yards in front of the goal line. If still tied, the shoot-out procedure will continue in sudden death fashion (i.e. one player from each team attempts a shot, and if still tied, one more from each team until the tie is broken).

D. Shoot-Out Rules (will only take place-in playoffs):

a. Goalies can take shoot-out shots.

b. Every player on a team (both players on the ice and on the bench) must shoot before any player can shoot a second time.

c. No player in the penalty box at the end of regulation may participate in the shoot-out.

d. Shoot-out and penalty shots will be taken from 5 yards in front of the goal line with all other players behind and away from the shooter, except the goalie.

e. At the referee's instruction, the shooter may take the shot from the spot. A shoot-out or penalty shot may only be contacted once by the shooter. There are no rebounds. Shooters may not dribble the ball in toward the goal.

f. No faking of shoot-out or penalty shots. If done, either successful or unsuccessful, the goal does not count and there is no retry.

g. The backward and forward arc of the stick during the swing of his/her shot must be kept below the waist. If in violation, the shot is no good and no retry.

h. The goalie must remain in the crease until the ball is touched. The goalie may not throw his stick or glove. A goal shall be scored if he/she is in violation whether or not the shot is good.

i. If, during a penalty shot, any player on the opposing team causes a distraction or interference, a second penalty shot attempt shall be awarded (provided the first attempt was unsuccessful) and a misconduct penalty will be given.

j. If a penalty shot is awarded during the game, the following provisions apply:

i. If a goal is scored off a penalty shot, play will resume with a face-off at center ice.

ii. If the penalty shot is not successful, there will be a face-off at the nearest face-off circle.

iii. The fouled player must make the penalty shot, unless he/she is physically incapable of doing so. In such a case, the captain will choose from a participating player on the ice.

### **General Rules of Play**

A. THERE IS ABSOLUTELY NO CHECKING!!! Penalty: Ejection and 5-minute major penalty.

B. 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.

C. The ball must be passed from player to player using the stick. NO KICKING. If kicked, indirect shot awarded to opponent at spot of infraction.

D. To score, ball must be hit with the broomball stick into the goal. No goal for a ball diverted into the goal by an offensive players' foot. Entire ball must cross goal line.

E. 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.

F. A broom may never be swung above waist height. This results in a minor violation--the ball being awarded to the opponent at the spot of the infraction for an indirect shot.

G. A ball knocked out of play will be put back in play with a face-off at the spot nearest where the ball was last touched by a player.

H. Players must play the ball, and not the body, at all times.

I. After each penalty, a face-off will result at the face-off circle nearest the spot of the penalty. Face-offs will be made at the center circle when the penalty occurred in the attacking area of the player/team being penalized.

### **Substitution**

Players may substitute during live ball situations providing the following conditions:

A. Players entering the game must wait until the player leaving the floor is completely off the ice before entering the playing area.

B. Players leaving the ice must exit at the same place that the substitute is entering the ice.

C. Goalies must notify the referee when substituting.

### **Goalies**

A. May use a broom.

B. Can use their hands and may catch and/or freeze the ball as long as some part of their body is in the crease. If completely out of the crease and ball is frozen, an indirect shot is awarded to the opponent at the spot of the infraction.

C. 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.

D. The goalie may not roll or throw the ball out of their own half of the ice. If this occurs, possession of the ball will be given to the opponent at center ice for an indirect shot.

E. A goalie leaving the crease loses all goalie privileges.

F. Goalie may not use goalie thigh/shin pads, but may wear a softball glove and dress similar to other players. A helmet/mask is required and will be provided.

G. The goalie may be pulled or put back into goal at any time, as long as the officials have been notified.

H. 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 the player was pushed by a defensive 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. The goal crease is a 4 foot radius making a half-circle and extends from the center point of the goal line perpendicular from the front of the goal.

I. Goalies will serve all penalties they receive.

### **Offsides**

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

### **Minor Violations/Indirect Shots**

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. Player in crease or breaking plane of crease with stick or body. When the offensive team breaks this rule, the official shall stop play immediately and award the indirect shot. When the defensive team violates this rule, the official 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. 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.

### **Penalties**

Penalty time shall be kept by "stopped time". Stopped time begins as soon as a penalty or violation occurs.

A. Minor violations - indirect shot (clock does not stop).

B. Minor penalty - penalized player removed for two (2) minutes during which time no substitute is permitted unless the penalized team is scored upon.

C. 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. The official will determine whether the severity of the penalty requires the player to also be ejected from the game. If this is the case, the player must set up an appointment with the Coordinator of Intramural Sports or his/her designee prior to playing any intramural activity or forfeiture will result for the teams and games played. A player from his/her team must serve their major penalty.

**NOTE:** For a second 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 or forfeiture will result for the teams and games played.

F. After each penalty, a face-off will result at the face-off circle nearest the spot of the penalty. Face-offs will be made at the center circle when the penalty occurred in the attacking area of the player/team being penalized.

### **Two-Minute Minor Penalties**

A. High sticking, or brooms carried in a manner considered dangerous by the official.

B. Too many players on the ice.

C. 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.

D. Goalie who participates in a play in any manner beyond the center line.

E. Cross-checking and pushing off with the hands.

F. Slashing with the broom.

G. 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.

H. Holding, tripping and elbowing.

I. Unnecessary roughness - A minor or major penalty may be imposed on any player.

J. Slapping of brooms or any other equipment on the playing floor or in an inappropriate manner.

K. Playing with a broken broom. Player must drop the broom to the floor immediately.

L. Sliding into opponents (both intentional and unintentional)

M. Removing helmet during play, including shoot-outs.

### **Five-Minute Major Penalties**

A. Checking and cross-checking a goalie (plus ejection).

B. Charging

C. Throwing broom or gloves at a ball

D. 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**

A. 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.

B. 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.

C. When defensive player catches up to the offensive player from behind and plays the body instead of the ball.

D. Throwing a stick or helmet in frustration or anger.

### **Misconduct Penalties**

Violations which result in the penalized player receiving a ten-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.

### **Game Penalties/Ejections**

Violations which result in the penalized player being ejected from the game:

A. Fighting - a player shall also be ejected for joining in an altercation or fight.

B. Deliberate roughing of an opponent-CHECKING.

C. Slashing, spearing, butting, or swinging stick at a player (hitting or missing).

D. Attempt to injure an opponent.

E. Unsportsmanlike conduct or repeated acts of abuse to officials.

F. Player(s) using obscene gestures or language.

G. Players leaving bench or sidelines to participate in an altercation.