



Broomball  
Updated 9/26/12

### **PLAYERS**

- ALL PLAYERS MUST WEAR HELMETS AND MOUTHGUARDS. Goalies are required to wear a cage.
- Only approved broomball sticks will be allowed (no hockey sticks)
- Each team shall field no more than 6 players on the ice at one time. No more than four men or four women may be on the rink at one time. A legal game requires a team to have at least four players with at least one of each gender.
- All players must sign the SBS waiver in order to play.
- Gloves, shin-guards, elbow & knee pads are RECOMMENDED, but not required
- hockey gloves are ok, but not hockey goalie gloves
- Mouthguards are required
- GOALIE EQUIPMENT- Goalies must wear helmets. There is no other mandatory goalie equipment required. It is the team's responsibility to provide equipment for their goalie if they choose to. (goalie's may wear shin-guards and/or a chest protector, however Ice Hockey leg pads will not be allowed). All other equipment needs to be approved by our staff.

### **DURATION OF GAMES**

- Games played in (2) 20-minute halves with a brief half-time break – running clock
- Games must start on time, there is no leeway with time.
- One time-out, per team, per game. Time-outs are 30 seconds. Teams must have possession of the ball when calling the time out. Play is restarted by a faceoff where the ball was when the time-out was called.
- Play is divided into (2) 20-minute halves separated by a brief halftime break. There will be a running clock throughout the game.

### **STOPPAGES**

The following stoppages of play will be followed by a face-off

- goals-penalties

- injuries
- time-outs(one time-out per team, per game)

### **GAMEPLAY**

- To begin the game the ball will be dropped at center ice by the referee.
- Face-offs will be at center ice unless otherwise noted by the referee
- Ties during the Regular Season remain as a Tie
- Courts are side-line to side-line of a regulation hockey rink. Cones will mark sidelines for broomball court.
- All substitutions will occur on the fly. Players that enter the ice before the substituting player is within five feet of the bench will receive a penalty for having too many people on the ice. There is no limit on the amount of substitutions per team.
- Goalies may be substituted during a dead-ball situation. The referee needs to be notified of any goaltending change in order to keep track of which player has goalie rights/privileges.
- There is no offsides or icing.
  - **PUTTING THE BALL BACK INTO PLAY**
    - Out of Bounds any ball that is sent out of play will be played in by the opposing team at the nearest face-off point.
    - Any indeterminable situations will result in a face-off.
    - During a face-off the opposing team players must be at least five 5 feet away from center ice and behind their team.
    - Goals may be scored on a face-off.
  - **USE OF HANDS/FEET**
    - Use of hands is allowed to control a ball in the air and the ball must be set immediately on the ice and not batted to a teammate.
    - Use of feet is allowed in a non kicking motion to stop a ball and gain control. A player may use their feet to kick the ball to their own stick. Kicking the ball is not allowed and goals cannot be scored by kicking the ball. If a player kicks the ball it will result in a dead ball turnover to the other team from the spot of the infraction.
  - **CONTACT**
    - Contact is not allowed and should be avoided whenever possible (especially when the ball goes into the corners.) There is no checking and a penalty may be called for contact at the referee's discretion.
  - **GOALTENDERS**
    - A goaltender will be allowed to handle the ball with his stick or hands within the designated zone, which will be determined by the referee for each particular venue. The goaltender is required to hold a stick. If the ball is picked up by the goaltender, the goalie must be allowed a clear amount of space to put the ball back in play. A goalie may call for a "freeze" of play in which case the ball will be turned over to the referee and a face off will ensue at center ice. If the goalie is clearly delaying in putting the puck in play, the referee may stop the clock at his/her discretion and have a face-off or if it persists it will be a delay of game penalty.
    - The goaltender can put the ball back in play by rolling it to a teammate on his/her side of mid-court or passing the ball with his/her stick.

## **METHODS OF SCORING**

- Each goal will count for one point.
- A goal is scored when the entire ball:
  - Crosses the goal line.
  - Breaks the plane of the goal
- In cases where the net moves, it is up to the referee to determine if the ball would have gone in the net and thus been a goal. If the defense intentionally moves the goal it is up to the ref to continue play or to declare a delay of game penalty.

## **PENALTIES**

- No Checking, High sticking, or roughing
- Penalties will be served as penalty shots. All penalty shots become live balls after the shot has been taken. (except if multiple infractions occur)
- Misconduct – 10 minutes of actual playing time - Possible removal from league or suspension (this will be determined by the SBS office.)
- Game misconduct – Disqualification from the game – Possible removal from league or suspension (this will be determined by the SBS office.)
- High-Sticking - the official will call any stick raised above the waist on the back swing and/or above the waist on the follow-thru.
- Sliding/Diving to stop a ball is not allowed by any player other than the designated goalie.

### **List of possible penalties**

- A. A substitute taking the ice before the departing player is off the ice (too many persons on the ice)
- B. Contacting a player who is ready to participate in a face-off
- C. Lifting a stick on a face-off
- D. Playing the ball above shoulder level with a stick
- E. Holding an opponent's stick
- F. Stalling, trapping or holding the ball
- G. Interference
- H. A goalkeeper interfering with opponent who is not playing the ball
- I. Holding
- J. Dangerous play
- K. Intentionally displacing the goal
- L. Returning to the ice before penalty time expires
- M. Tripping
- N. Hooking
- O. Boarding
- P. Sliding/Diving
- Q. Unsportsmanlike conduct
- R. Verbal abuse of an official
- S. Stick checking or lifting sticks beyond blade vs. blade
- T. Any aggressive contact – charging, elbowing, slashing, checking, roughing, spearing, etc

If any of the above are deemed excessive, a major penalty will be called and/or cause for removal from the game and/or league. This includes other acts deemed excessive or unsafe by the official.

\*\*\*\* Fighting- (fighting is not tolerated under any circumstances and will result in removal from the game and possibly the league)

**The referees and SBS reserve the right to amend these rules at any time.**