

University of Nebraska
Campus Recreation

Intramural Broomball Rules

Men's, Women's, and Co-Rec

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). Sticks and balls are provided by Campus Recreation. The game is played on an ice hockey rink. Players are **not allowed to wear skates**. The ice rink is located at the State Fair Park Coliseum "Ice Box". Campus Recreation (CRec) reserves the right to revise, or update, at any time, any rules related to intramural broomball. The size of the goals have been increased for more scoring opportunities.

A. Players' Equipment

1. Footwear: Rubber soled non-marking tennis or basketball type shoes suitable for running on ice are recommended. No spikes, cleats, heavy boots, street shoes, or similar footwear is allowed.
2. **Helmets with face masks are mandatory**, and will be provided by Campus Recreation.
3. Gloves, shin pads, elbow pads, and mouthpiece 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 will be provided for goalies.
4. Balls and sticks will be provided by Campus Recreation and must be used.
5. All jewelry must be removed.

B. Officials

1. The officials shall not permit any player to wear equipment which, in his/her judgment, is dangerous to other players. Players may not wear jewelry. The officials shall make the final decision on acceptable equipment.
2. 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.
3. The officials shall penalize unsportsmanlike conduct by any player, coach, substitute, team attendant, or spectator by removing them from the game and the area.
4. One official shall be in charge of the game time with one stopwatch. The other official shall be in charge of the scorecard and keeping all penalty times on another stopwatch. Officials may call time out in case of injury, emergency, or broken equipment on the ice.

C. The Team and Players

1. Teams consist of five players, one being the goalie. A minimum of four players is required to start the game. In Co-Rec, a minimum of four players (each gender must be represented by at least one player) is required. A Co-Rec team may not play with more than 3 players of one gender.
2. Each team will designate one captain. He/she will be the only individual to discuss with the officials any questions related to rules interpretation.
3. The team captain shall notify the officials when their team pulls the goalie, or subsequently, puts the goalie back into the game.
4. If multiple penalties occur, a team can only play 2 people short of the number they have on the ice at full strength, if they have 5 players to start the game. If they have only 4 playing, then a minimum of 3 players per team will be on the ice in a multiple penalty situation.
5. In a simultaneous minor penalty situation where both teams are at even strength and one team scores a goal, nobody returns to the ice. Therefore, a team cannot score and make themselves short-handed.
6. If a team is playing two players short of full strength and a third penalty occurs, that offending player's penalty time will not start until he/she reports to the box, and the individuals already in the box must wait for that person to report to the box before leaving the penalty box.

D. Timing and Scoring

1. Game time is forfeit time. Teams should report to the Intramural Sports Staff Assistant at least fifteen minutes prior to their scheduled game time. The legal team may give short team 10 minutes from game time to field a legal team or take the win by forfeit. The game clock will start at game time.
2. A coin toss at the beginning of the game will determine which goal will be defended. Broomball is played in three 8-minute periods of running time with one minute between periods, no timeouts. Teams shall switch ends at the end of each period. The last one minute of the third period will be stop time 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.
3. 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. The entire ball must cross goal line. In Co-Rec, a goal by a male counts as 1 point, and a goal by a female counts as 2 points.
4. If the game is tied at the end of regulation during the regular season, it remains a tie/game over and each team receives 1 point (2 for a win and 0 for a loss) for playoff seeding purposes. If the game is tied at the end of regulation in the playoffs, 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. In Co-Rec, shooters must be 3 of one gender, 2 of the other. Shooters must alternate gender when shooting. 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).

Shoot-out Rules:

- 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 except in Co-Rec (the first five to shoot must be the five people on the ice at the end of regulation). In Co-Rec, no person of the same gender may shoot a second time until each player of that gender has shot once.
- 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.

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

- a. If a goal is scored off a penalty shot, play will resume with a face-off at center ice.
- b. If the penalty shot is not successful, there will be a face-off at the nearest face-off circle.
- c. Rules D-3-d, e, f, g, h, and i, above apply to penalty shots.
- d. 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.

5. Mercy Rule: If a team is ahead by ten (10) goals at any point in the game, the game will immediately end with that team being declared the winner.

E. General Rules of Play

1. **THERE IS ABSOLUTELY NO CHECKING!!!** Penalty: Ejection and 5-minute major penalty.
2. 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. The ball must touch the ice before being played on a face-off or a redrop occurs.

3. 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.
4. 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.
5. **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--or a 2-minute minor penalty.
6. 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.
7. Players must play the ball, and not the body, at all times.
8. Players may not leave their feet (intentionally or unintentionally) to stop or play the ball or contact an opponent. Players who are not on their feet may not play the ball. Leaving the feet results in a minor violation if the ball is played and no contact is created with an opponent. The ball is awarded to the opponent at the spot of the infraction for an indirect shot. If contact occurs with an opponent during the violation a 2-minute minor penalty will be given for the infraction.
9. 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.
10. A ball lodged or caught behind the net/goal is blown dead and a face-off occurs at the nearest face-off spot.

F. Substitution

1. 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.
2. Players entering the ice after an expired penalty may not participate in a play until touching the center line along the sideline.

G. Goalies

1. May use a broom.
2. 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.
3. 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.

4. 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.
 5. A goalie leaving the crease loses all goalie privileges.
 6. 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.
 7. The goalie may be pulled or put back into goal at any time, as long as the officials have been notified.
 8. 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 offensive 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 an imaginary 4 foot radius making a half-circle and extends from the center point of the goal line perpendicular from the front of the goal. Orange spots usually outline the goal crease.
 9. Goalies will serve all penalties they receive.
 10. **To prevent damage to ice surface, goalies must refrain from repeatedly hitting the ice with their stick, especially when not playing the ball. Penalty: 2-minute minor (see rule K-14)**
- H. Offside: **There will be no offside penalties in broomball except during face-off situations.**
- I. **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**:
1. Playing the ball with a high stick when others are not close and in a non-threatening manner.
 2. Hand passes or kicking the ball to another team member.
 3. Players other than goalie catching/freezing the ball.
 4. Goalie completely out of the crease freezes the ball.
 5. Goalie holding the ball longer than 5 seconds (ball awarded to opponent at nearest face-off spot).
 6. Goalie rolling/throwing the ball past center ice without it being touched by another player on either team (ball awarded at center ice).
 7. Offside on face-off situations.
 8. Leave the feet and play the ball (intentional or unintentional).
 9. 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.

Indirect shots shall be taken from the point of the infraction/violation with the following exception:

- a. Any infraction/violation by the attacking team (offensive) which occurs in the attacking zone will result in an indirect shot for the defensive team from the center line.

J. **PENALTIES**

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

1. Minor violations - indirect shot (clock does not stop).
2. Minor penalty - penalized player removed for two (2) minutes during which time no substitute is permitted unless the penalized team is scored upon.
3. 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.
4. Misconduct penalty - penalized player is removed for ten (10) minutes during which time a substitute is permitted immediately.
5. Game penalty - penalized player is ejected for the remainder of the game and must set up an appointment with the Assistant Director for Intramural Sports or his/her designee prior to playing any intramural activity or forfeiture will result for the teams and games played.
NOTE: FOR A SECOND (2) 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 Assistant Director for Intramural Sports or his/her designee prior to playing any intramural activity or forfeiture will result for the teams and games played.
6. 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.

K. **Two-Minute Minor Penalties**

1. High sticking, or brooms carried in a manner considered dangerous by the official.
2. Too many players on the ice.
3. 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.
4. Goalie who participates in a play in any manner beyond the centerline.

5. Cross-checking and pushing off with the hands.
6. Slashing with the broom.
7. 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.
8. Holding, tripping and elbowing.
9. Unnecessary roughness - A minor or major penalty may be imposed on any player.
10. Slapping of brooms or any other equipment on the playing floor or in an inappropriate manner.
11. Playing with a broken broom. Player must drop the broom to the floor immediately.
12. Sliding into opponents (both intentional and unintentional)
13. **Removing helmet during play, including shoot-outs.**
14. **Repeatedly hitting the ice with a stick while not playing the ball, creating damage to the ice surface.**

L. Five-Minute Major Penalties

1. Checking and cross-checking a goalie (plus ejection).
2. Charging
3. Throwing broom or gloves at a ball
4. Boarding - shall be imposed on any player who body checks, cross checks, elbows, charges, trips, or throws an opponent into the boards or ice.

M. Penalties Resulting in a Penalty Shot

1. 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.
2. 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.
3. When defensive player catches up to the offensive player from behind and plays the body instead of the ball.
4. See Rules D-3-d, e, f, g, h, i and Rule D-4 for penalty shot administration.
5. Throwing a stick or helmet in frustration or anger.

N. Misconduct Penalties

Violations which result in the penalized player receiving a ten (10) minute penalty with a substitute allowed:

1. Verbal abuse to officials. Can result in immediate game penalty.
2. Showing disrespect for an official. A game penalty may be levied if the player persists in disrespectful behavior.
3. 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.
4. 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.

O. **Game Penalties/Ejections**

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

1. Fighting - a player shall also be ejected for joining in an altercation or fight.
2. Deliberate roughing of an opponent-CHECKING.
3. Slashing, spearing, butting, or swinging stick at a player (hitting or missing).
4. Attempt to injure an opponent.
5. Unsportsmanlike conduct or repeated acts of abuse to officials.
6. Player(s) using obscene gestures or language.
7. Players leaving bench or sidelines to participate in an altercation.
8. Goalie participating in play beyond center (i.e. altercation).

Ejected players are eliminated from further competition in any intramural activity and Campus Recreation program/facility until making an appointment with the Intramural Staff at 56 Campus Recreation Center.

P. Other policies

1. **No Alcohol Allowed.** Anyone who has been drinking will be ejected immediately and removed from the building.
2. If fan abuse toward a team or any of the officials reaches an unacceptable level, those individuals will be ejected from the facility and a team penalty may be assessed the team responsible for the fans.
3. Participants should be aware that there is a risk of injury in intramural sports due to the inherent nature of the activities.

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