UVM Intramural Sports • Broomball Rules

The rules governing this intramural sport activity are derived from rules used by the National Intramural-Recreational Sports Association (NIRSA) and rules unique to the UVM Intramural Sports Program. This rules sheet is not meant to be all-inclusive; rather it is a summary of the more common rules, policies, and procedures used by the Intramural Sports Program. All important policy information can be found in the Intramural Sports Handbook. All team managers and players are responsible for reading this document and understanding the rules, policies, and procedures prior to participating in this activity.

General/Eligibility

See the Intramural Sports Handbook for complete listing of eligibility.

Varsity & Club Player Eligibility:

- Members of the **UVM Varsity Ice Hockey and Field Hockey Teams** are eligible to participate in intramural broomball with the following restrictions:
  - Only two (2) total ice hockey and/or field hockey varsity players may be listed on a broomball roster.
  - A team with ANY varsity ice hockey and/or field hockey players MUST play in an A-League.
- Members of the **UVM Club Ice Hockey, Roller Hockey, and Field Hockey Teams** are eligible to participate in intramural broomball; however these players are subject to the following participation guidelines:
  - **A-League Teams** – No more than three (3) club (field hockey, roller hockey and/or ice hockey) players (men’s or women’s team members) may be listed on a roster.
  - **B-League Teams** – No more than two (2) club (field hockey, roller hockey and/or ice hockey) players (men’s or women’s team members) may be listed on a roster.
- **Please Note:** An A-league team cannot have more than three (3) **total** club and varsity field hockey and ice hockey players. For example, if a team has two (2) varsity field hockey players on the roster, the team is only allowed to have one (1) additional club field hockey or ice hockey team member listed on the roster or if a team has two (2) club team members on its roster, it is only eligible to add one (1) varsity player to its roster.
- **Penalty:** Any team that is in violation of these eligibility/player participation guidelines will automatically forfeit every game in which the ineligible player(s) participated. During playoffs, use of an ineligible player will result from the team being removed from further competition.

Intramural Team Participation: Individuals may only play on one same sex team and one co-rec team per broomball season.

UVM Identification: All players MUST present a UVM Cat Card to the IMS Supervisor prior to each game. Players who do not have their Cat Card will be subject to the terms of the Campus Recreation ID Policy.

Team Rosters: The official team roster consists only of those individuals who are eligible and who have signed the official roster/waiver. Individuals must be listed on the official roster by the end of regular season play in order to be eligible to participate in playoffs. Confirming that all players are listed on the official roster is the responsibility of the Team Managers.

Checking In: Teams arriving early should wait in the bleachers of the student section until the teams playing the game before have completed their game, returned all equipment, and exited the rink. The supervisor will let your team know when to begin checking in. This process will ensure that the supervisors are able to expedite the process of signing teams in and are able to get the games started on time.
Players

Six (6) players per team (including the goalie). Co-Rec teams must have a maximum of three (3) males and three (3) females on the ice at all times. There may never be more than a one player difference between the sexes. For example, if your team shows up with six (6) males and two (2) females, you can only play three (3) males and two (2) females.

A team may start with no less than five (5) players. In the event a team is playing with the minimum number of players (i.e., five players) and a player becomes injured or has to leave (for reasons other than ejection) the game will continue until it is deemed a farce as determine by the officials and supervisor.

Substitutions

Unlimited Substitutions: Substitutions “on the fly” are permitted and substitutes can enter at any time. All substitutes must enter from the team bench.

Goalie Substitutions: Goalie substitutions are permitted only on a stoppage of play and with the approval of the officials. 
Penalty: 2-minute unsportsmanlike conduct penalty to be served by the player trying to illegally substitute with the goalie.

Ejected Players: No substitution is permitted for an ejected player. The team will play shorthanded for the remainder of the game. If a team loses two players due to ejection, the game will end immediately and they will receive a forfeit.

Communication with IMS Staff: Team managers are the only individuals permitted to speak with officials regarding substitutions, calls or questions. If another player attempts to dispute, a warning may be issued. Subsequently, an unsportsmanlike conduct penalty may be called followed by a possible ejection.

Equipment

Game Jerseys: Game Jerseys are provided by the IMS program. All jerseys will have numbers on them and each person will be required to record their name and number with the score keeper for their game at each scheduled match. The team captain/team representative must leave their ID with the Intramural Sports Supervisor as they are responsible for all jerseys. The player’s ID will be returned upon return of all jerseys. Replacement costs for any equipment missing will be billed to the individual’s Campus Recreation account.

If your team would like to purchase “team jerseys” the intramural sports office encourages you to do so but you must make sure that these jerseys have numbers and are all the same color.

Footwear: Closed toe and heeled shoes are required. METAL CLEATS, SANDALS, & OPEN TOED SHOES ARE STRICTLY PROHIBITED. If there are any questions concerning footwear, contact the supervisor/official.

Jewelry: All jewelry must be removed. This includes, but is not limited to, necklaces, earrings, newly pierced earrings, facial piercings, rings, bracelets, and watches. Individuals will not be allowed to tape over any jewelry item. If you cannot remove the item, then you CANNOT play (exception: Medical or Religious jewelry that has been approved by the IMS professional staff).

Other Equipment:
- Official broomballs and brooms will be provided. Team managers are required to check out a bag of brooms and a ball for warm-up using their UVM ID. The ID will be returned to the manager when all equipment is returned to the IMS Supervisor. The individual who checked out the equipment will be responsible for any missing equipment. The person’s Campus Recreation account will be charged ($30/broom and $20/ball).

Updated 8.11.15
- Helmets with full face masks are required. A limited number of helmets will be provided for those players who do not have their own. Lacrosse helmets with intact chin straps are permitted.
- **Shin pads, knee pads, elbow protectors, and mouth guards are strongly recommended, but not required or provided.**

**Goalie Equipment**: Goalies are required to wear helmets with full face guards. Ice hockey goalie equipment (blockers, leg protectors, etc.) is not permitted.

**Duration of Game**

**Game Duration**: Games will consist of two 15-minute halves. The clock will run continuously and will only stop for injuries, time-outs, and official time outs. The clock will stop in the last two minutes of the game for balls that are hit out of play, injuries, and timeouts.

**Timeouts**: Each team will be allowed two time outs per game (one minute in length). The time outs may only be called at a stoppage of play or when the goalie possesses the ball. Unused timeouts cannot be carried over into the overtime period (playoffs only).

**Half Time**: Half time will not exceed three (3) minutes.

**Game Time is Forfeit Time!** If one team is late/is not present, the captain of the team that is present and has the minimum number of participants required to play will be given two options (once a decision is made it cannot be changed):
- Take the forfeit immediately
- Give the team five (5) minutes to show
  - If the team shows, the game must be played with only the remaining amount of time left. If the team still does not show, it will be a forfeit.

**Reserve Clause**: the IMS Staff reserves the right to make time adjustments to accommodate scheduling conflicts.

**Playing Rules**

**General Rules**:
- A face-off at center ice will start each half as well as after a goal has been scored.
- There is NO body checking.
- There is NO offsides.

**Scoring**: To score, the ball must be shot by the broom into the goal. The ball must completely cross the goal line in order to be considered a goal. The following result in a goal being **disallowed**:
- The ball is contacted above the waist prior to being hit into the net.
- The ball is intentionally directed into the goal by something other than a broom (e.g. going off a foot or knee, excluding the defense putting the ball in their own net – regardless if by the broom or any body part).
- The ball strikes the official and then goes directly into the net.
- If a player scores a goal, but their momentum carries them or their stick into the crease, or goalie, the goal will be disallowed and an interference with the goalie will be called.
  - Two-minute penalty can be given if deemed malicious.

**Playing the Ball**: The following guidelines apply to playing the ball:
- Players may not catch the ball. The ball may be knocked down using a hand, but it must be played by that player’s broom before it is touched by another team member.
When swinging the broom in an attempt to make contact with the ball, no portion of the broom should extend above the waist. **Exception:** Goalkeepers in the crease or a free hit. The broom may be carried above the waist, but any attempt to contact the ball must be made from below the waist.

Broomball is a non-contact sport. Players must play the ball at all times and not the person or a penalty shall be awarded.

**Goalies**

The designated goalie is the only person allowed in the goal crease. The goalie may catch the ball only when in the crease, and must get rid of it within five (5) seconds. **Penalty:** if a player on offense is in the crease or plays a ball that is in the crease a **free hit** for the goalie is awarded; if a player on defense is in the crease a **penalty shot** is awarded.

The goalie may only clear the ball by throwing it underhanded (rolling the ball). **Penalty:** A **free hit** for the opponent from the center ice.

A player on the goalie’s team must touch the ball before a goal can be scored. **Penalty:** A **free hit** for the goalie will be awarded.

**Penalties**

**Loss of Possession Penalties:** Loss of possession results in a free hit. All players must be ten (10) feet from the ball. Unless otherwise indicated, all loss of possession penalties must be taken at the point of infraction. All free hits are indirect.

**Free hits** are awarded for the following:

- Ball hit out of play.
- High Sticking
- Interference
- Offensive player entering the crease.
- Offensive player playing the ball while the ball is in the crease but not the body.
- Broom raised above the waist while playing the ball (high stick).
- Knocking/passing the ball with one’s hand to a team member.
- Catching the ball.
- Goalie holding the ball for longer than five (5) seconds. (Hit taken from blue line).
- Intentional kicking of the ball. The ball may be stopped, controlled, or played to oneself with the feet, but it may not be propelled or passed to another person using anything other than the broom. This applies to the goalie only when the goalie has time to play the ball without kicking it.
- Intentional sliding. Intentional sliding will be called regardless of whether or not contact was made to another player.

*Fouls that occur below the goal line will be assessed with a free hit taken diagonally off the nearest goal post at either the blue line or bottom of circle.*

**Two-minute Penalties:** Two minute penalties will result in the offending team playing shorthanded for the duration of the penalty. If a goal is scored by the non-offending team while on a “power play” the remainder of the penalty is cancelled. Play will resume with a face off from the nearest spot where the call was made. Two-minute penalties will be awarded for the following:

- Checking or Cross Checking
- Holding
- Hooking
- Slashing
- Tripping

Updated 8.11.15
- Checking (body to body)
- Deliberate delay of game
- Throwing the broom
- Pushing
- Elbowing
- More than six players on the ice or incorrect Co Rec gender numbers
- Interference with the goalie in the crease
- Playing the ball with a broken broom (any broken equipment should be left on the ice until a stoppage of play)
- Unsportsmanlike conduct

**Please Note:** No more than two players per team may be out on penalties at one time. If a third player is called for a two minute penalty while two others are still serving their penalties, it will be delayed until one of the other players returns to the ice.

**Any player accumulating six (6) minutes of penalties in a game will be ejected from that game and is subject to the IMS policies and procedures applicable to ejected players. A substitute may not enter the game for an ejected player. In addition, if any one team accumulates twelve (12) or more minutes of penalties, the game will end immediately and that team will forfeit the game.**

**Penalty Shot Penalties:** A penalty shot shall be taken by a fouled player or any teammate who is on the ice at the time of the penalty. The ball shall be placed at center ice. At the referee’s whistle the shooter shall begin toward the goal, keeping in motion until the ball is shot. Only one (1) shot is allowed. The penalty shot ends when: a goal is scored, the goalie gains possession or deflect the attempt, or ten seconds elapse. Penalty shots will be awarded in the following situations:
- A defensive player other than the goalie interferes with the shot while in the crease.
- An offensive player has been blatantly interfered with during an obvious breakaway situation, including throwing one’s broom in the path of the shooter, tripping the shooter, etc.

**Overtime**

There is no overtime during regular session. Games that end in a tie will be recorded as such. During tournament play the following apply:
- The first team to shoot will be decided by a toss of the coin. **For Co-Rec teams, there will be four (4) shooters alternating male/female or female/male 1-on-0 (1 offensive player vs. the goalie) penalty shots. Anyone is eligible to participate (including goalies) in the 1-on-0 penalty shots. No player may shoot twice.**
- The shooters, starting at the blue line, will be allowed only one shot and have ten (10) seconds to get the shot off. As soon as the ball is touched, the goalie may move but is not allowed to come out of the crease
- The goalie must be the same goalie that finished the game.
- If the goalie leaves the crease at any time during the penalty shot, the shot will be whistled dead and the shooter will receive another try. If the goalie leaves the crease a second time, during the overtime period, an automatic goal will be awarded to the shooting team.
- A player cannot shoot again until everyone on the player’s team has shot. Exception – since Co-Rec teams must alternate male/female, members of one sex will shoot again to maintain the alternating order if there are not an equal number of males and females present. During the penalty shots, all other players must be out of the offensive zone, either on the bench or against the boards.
- If the game is tied at the end of the 1-on-0 penalty shots, sudden death penalty shots will begin. Each team will receive at least one shot in the sudden death period, which will continue until a winner is determined.