



The University of Michigan  
Department of Recreational Sports  
*Intramural Sports Program*

## **BROOMBALL RULES**

### **I. INTRAMURAL POLICIES AND PROCEDURES**

(NOTE: Listed below is a synopsis of important Intramural Policies and Procedures. For a more detailed explanation, please refer to the Intramural Sports Program Manager's Manual, which can be found on our website at [www.recsports.umich.edu/intramurals](http://www.recsports.umich.edu/intramurals).)

#### **A. ROSTER AND ROSTER ADDITIONS**

1. **Team Sports:** A team's roster is formed throughout the regular season. All players participating in a game must be listed on that game's scorecard. The players who are listed will be entered onto that team's roster and will appear on all future scorecards under that team's name. *The manager is responsible for ensuring that each scorecard, including the printed roster, is complete and accurate (i.e. all team members who participated in that game are listed on the scorecard).* Names of individuals can be added to the original roster, prior to the new team member playing, by listing that player's name as well as his/her ID number on the scorecard. A player must participate in at least one regular season game to be eligible to participate in the playoffs.

#### **B. ELIGIBILITY**

1. **Checking ID's:** Before a contest, event, or activity, all members of a team shall present to the official their pictured Student ID card. The official shall then verify the participant's identity and so note on the scorecard. Those players listed on the scorecard and verified by an official are considered to have participated in that contest. Should a participant arrive at the contest after it has started, the participant assumes the responsibility to have his/her identity verified by the official during a stoppage of play. Should a player not be verified by an official, that individual shall be considered an ineligible player.
2. **Forgotten ID Policy:** If a player forgets his or her ID, the following procedure will be followed:
  - a. The player must present a form of pictured ID (i.e. state driver's license, state identification, etc.) to the sport supervisor.
  - b. The sport supervisor shall complete an Intramural Forgotten ID Form and give that form to the participant.
  - c. The participant shall present the completed Intramural Forgotten ID Form along with his/her ID to the game official for verification.
  - d. The player must come in the next working day between 9:00am and 4:30pm with their valid student ID to verify that they are an eligible participant in the Intramural Sports Program. Failure to do so shall result in a forfeit against the violating team.
3. **Club Sport Members and Intercollegiate Athletes:** Teams may not play with Intercollegiate Ice Hockey or Field Hockey players. Teams may play with a maximum of one individual who is on a Club Ice Hockey, Roller Hockey, or Field Hockey team **AND** one Ex-Varsity Field Hockey or Ice Hockey athlete. Check the Intramural Sports Program Managers Manual for restrictions on these participants.

**C. FORFEITS:**

1. A team not ready to play (or failing to appear) at the designated day, date, time, and location of the scheduled contest will forfeit that contest.
2. In order to be credited for the forfeit “win,” the team receiving the forfeit “win” for the contest must have the minimum number of required players to start a game.  
**NOTE:** Both teams are recommended to list the players present at the game site in order to have those players considered as having “participated” in that game.
3. A team may waive the right to forfeit and wait for the opposing team to arrive.
  - If a team decides to wait the 10 minutes for the opposing team to show they **must wait the entire 10 minutes**.
  - If 10 minutes after the scheduled game time passes, and the minimum number of players required to play for the opposing team has not arrived, the team present **must accept** the forfeit.
  - Should the opposing team arrive before the 10-minute time limit, the contest shall be played. The time lost shall not be made up.
  - If a team waives their right to a win by forfeit, and the match begins, that team cannot rescind their decision and take the forfeit.
  - If at game time neither teams have the minimum number required to play the officials will wait 10 minutes to see if either or both teams acquire enough participants to play or accept the forfeit.

**D. SPORTSMANSHIP RATINGS**

1. Each team in each contest shall be rated by the officials. A team begins an intramural game or event with a total of 10 sportsmanship points. During the course of the contest, teams may lose points if their behavior deteriorates. A contest will be terminated if the SRS Rating becomes zero or below.
2. Level 1 Sportsmanship Infraction: For each Sportsmanship infraction a team receives, one point will be deducted.
3. Level 2 Sportsmanship Penalty: For each Sportsmanship Penalty a team receives, three points will be deducted.
4. Level 3 Sportsmanship Ejection: For each Sportsmanship Ejection a team receives, seven points will be deducted.
5. Forfeits: Forfeiting a contest shall result in a seven point deduction.
6. Playoffs: In order to be eligible for the playoffs a team must have a SRS score of 31 or higher for the regular season. If in any playoff game, including the Championship, should a team’s actions cause that team to receive a SRS rating of less than seven (7), the game will immediately be discontinued; the opposing team will be declared the winner of the game; and the declared winner will advance to the next round in the playoffs. The declared winner must not have a SRS rating of less than seven.

	<b>All-Inclusive</b>	<b>Broomball</b>
<b>Level 1: Sportsmanship Infraction</b> (1 point deduction)	- Any verbal warning that addresses conduct	- Minor Penalty
<b>Level 2: Sportsmanship Penalty</b> (3 point deduction)	- Alcohol use by spectators - Spectator interference	- Major Penalty - Non Power Play Penalty
<b>Level 3: Sportsmanship Ejection</b> (7 point deduction)	- Alcohol use by player - Physical contact with an official - Fighting - Intentionally injuring or attempting to injure an opponent - Threatening/Verbal abuse of an official - Use of an ineligible player - Use of a suspended player - Forfeiting a game	- Game Misconduct Penalty

## II. SPORT RULES

(NOTE: Broomball shall be played under *Broomball Official Playing Rules and Manual* of the U-M Intramural Sports Program. An excerpt of these rules follows.)

### A. THE GAME, RINK, AND EQUIPMENT

1. The Game
  - a. The game is played by two teams consisting of five (5) players.
2. Team Benches and Penalty Box
  - a. Each team will be assigned a team bench area where substitutes must stand. A neutral penalty box area will be used to retain those players serving penalties.
  - b. Only players listed on the roster and wearing proper equipment will be allowed on the ice. Failure to comply will result in a delay of game penalty.
  - c. A team may have at maximum, two coaches/non players that will be allowed onto the ice, provided they are wearing helmets.
3. Game Equipment
  - a. All game equipment will be provided except shoes.
  - b. All players **must wear a helmet with a full face mask.**
  - c. Only soft-soled athletic shoes may and must be worn to play broomball. Hiking or any other style of boot is illegal. Also illegal are any type of cleated shoes, such as rubber cleated turf shoes. Broomball shoes are not allowed. **Penalty:** Players wearing illegal shoes shall not participate in the game.
  - d. Shoes shall not be altered in any way to enhance their grip on the ice. **Penalty:** Game disqualification and 1-year suspension from Intramural Broomball.
  - e. All brooms specially made for broomball are legal. However, they must not be shortened excessively. Goalies must use a standard length broom and not a short "club" type broom.
  - f. Other types of protective equipment are highly recommended. In addition to the mandatory use of a helmet, participants may use hockey gloves, pads, and other hockey protective equipment (except goalie chest pads, goalie leg pads, goalie blocker, and goalie trapper. Baseball gloves are legal).
  - g. Casts are illegal.
  - h. Clothing which has blood on it must be removed before the player may continue competition. A substitute player should enter the game to allow the player with blood to remove the soiled clothing.

*Note:* The referee and on-site supervisor will be the final authority as to the legality of all equipment.

### B. TEAMS, CAPTAINS, AND SUBSTITUTES

1. Teams
  - a. Each team may have a maximum of five (5) players on the ice at one time.
  - b. A minimum of three (3) players are required to start and finish a game.
  - c. Each player must wear a numbered jersey of a color the same as his/her team and different from the jersey color of the opposing team.
2. Captains
  - a. Each team will select a captain who will represent the team.
  - b. Only a Captain may address the referee, and then, may only do so in an appropriate manner.
  - c. The Captain is responsible for the completion of the line-up; all equipment issued to his/her team, and the general conduct of the team and the team's spectators.
3. Substitutes
  - a. All players not on the ice are considered substitutes.
  - b. Substitutions may take place for any player on the ice on the "fly."
  - c. A penalized player may **not** be substituted for.

### C. OFFICIALS

One or two on-ice official(s) will administer the rules of the game. All decisions of the referee, including judgment calls, are final and cannot be protested. Due to the availability of ice time, the only protests allowed are protests concerning eligibility. The official has the authority to penalize and/or eject any player, coach, or spectator. The official has the power to make the necessary decisions concerning situations not directly covered by these rules.

### D. PERIODS AND INTERMISSIONS

1. Length of Game
  - a. A game consists of two periods of fifteen (15) minutes each.
  - b. The clock runs continuously for the duration of each half.
  - c. Half time will be three (3) minutes.
  - d. A coin toss may determine which team gets to choose the end which they wish to defend.
  - e. Teams will change ends at half-time.
2. Tie Games
  - a. Tie games in the regular season will not be resolved and both teams will be credited with a win.
  - b. In playoff games the following procedure will be used:
    1. A shootout will be used.
    2. Teams will pick 4 players from those that have played in the game.
    3. In Co-Rec, the order of shooters must alternate gender. (either M-F-M-F or F-M-F-M). Each male or female goal counts as one (1) in the shootout.
    4. If after each team's four players shoot and a tie remains, the teams will alternate with one person at a time shooting until the tie is broken. Remember, if the fifth player on team 'A' scores, team 'B' still has a chance to tie. After each team has four players shoot and a tie remains, the teams must use different players until the tie is broken or until everyone on the team *including the goalie* has shot.
    5. If a team goes through their entire roster and there is still a tie, they will go through the roster again until the tie is broken. The second time through the roster the shooters do not need to shoot in the same order.
    6. Teams will shoot at the same ends as the last period of play.
    7. The ball will be placed at center ice. The shooter must be *continuously* moving towards the net at all times until the shot. 1 shot is allowed per player. NO REBOUNDS.
    8. The goaltender must start on the goal line and is allowed to move out 10 feet (or 2 broom lengths) past the goal line once the shooter has begun moving towards the goal.
    9. If the goaltender drops their stick or violates another rule, another penalty shot will be awarded.
    10. During **semi-final and final games** during the playoffs, a three minute sudden-victory overtime session will be played. If no team scores during the three-minute overtime session, then the shootout will take place.

### E. PUTTING THE BALL INTO PLAY

1. Face-Off
  - a. A face-off will take place at the beginning of each half or overtime and/or if the ball leaves the playing area and the referee cannot determine which team last touched it,
  - b. Teams do not need to be on-side at a face-off, but must be fifteen (15) feet away from the ball.
2. Loss of Possession

- a. Whenever a team loses possession of the ball by causing the ball to go out of play, by a hand pass, a foot pass, or by their goalie freezing the ball, the opponents will take possession at a designated spot in the play area and be awarded a free pass.
  - b. A whistle by the referee will indicate a loss of possession.
3. Free Pass
- a. Following any loss of possession, the opponents will be awarded a free pass to any member of their team.
  - b. The defending team must give the passer at least fifteen (15) feet of open space in all directions.
  - c. A goal may NOT be scored directly from a free pass. To score a goal, the ball must touch another player besides the shooter *and* the goaltender
  - d. The passing team will have five (5) seconds to make the pass following the referee's signal. Failure to pass within five seconds will result in a turn-over.
  - e. Once the passer contacts the ball, play resumes as usual. However, after the passer contacts the ball, the passer cannot be the first player to touch the ball. If that occurs, the opposing team will be awarded a free pass.

## F. PLAYING THE BALL

1. Use of the Broom
- a. Players may not play the ball above the height of the boards (approximately 3 1/2 feet). Players may bring the broom slightly higher when taking a shot if no opposing player is within 4 feet. The referee shall make a judgment as to the legality of a shot. **Penalty:** Minor for high sticking.
  - b. If a player loses the broom, they may continue to play, but cannot pass the ball. **Penalty:** see F.2.a.
  - c. Opponents may not intentionally touch the lost broom of an opponent. **Penalty:** Minor for unsportsmanlike conduct.
  - i. Players shall never throw their brooms. **Penalty:** Major, possible ejection based on the severity of the act.
  - j. Equipment that is damaged or broken as a result of unsportsmanlike conduct will not be tolerated. **Penalty:** Major for unsportsmanlike conduct as well as a SRS Level 2: Sportsmanship Penalty.
2. Use of the Hands and Feet
- a. Players may use their hands and/or feet to stop and control the ball, but cannot kick, push, throw, or bat the ball to a teammate. Players may not advance the ball to themselves with their feet or hands. Players may only stop the ball or drop it to themselves. **Penalty:** Loss of possession. Opposing team is awarded a free pass.
  - b. Intentionally holding the ball with the hands or feet to prevent the opponents access to it is illegal. **Penalty:** Minor for delay of game.
  - c. Sliding in any form which results in contact with and impedes the motion of an opponent is illegal. **Penalty:** Minor or *possible Major* for interference.
3. Goal Crease Restrictions
- a. An unmarked semi-circle six feet in radius in front of each goal. The center of the goal line should be used as the center point to measure the goal crease. This area inside this semi-circle shall be known as the "goal crease."
  - b. No offensive player other than the designated goalie may be inside the crease unless the ball has preceded them. A player is considered to be in the crease if any part of their body or equipment is in, on, or inside the crease boundary line. Offensive players may not pass through the crease intentionally. They may do so only to avoid contact with the goalie or another player. **Penalty:** Minor for a crease violation.
4. Stalling or Delaying the Game

- a. No player shall intentionally hold the ball against the boards, goal, or ice with their hands, feet, stick, or other part of the body for the purpose of delaying the game. **Penalty:** Minor for delay of game.
  - b. If any player intentionally hits the ball out of play, over the glass, out of the rink, or into the other game being played to waste time a delay of game penalty will be called.
  - c. If players attempt to stall the game by adjusting their equipment, talking to the referee or coach, or continuing a celebration after a goal, for example, the referee will start play even if they are not ready.
5. Goalie Play
- a. Goalies are free to venture to all parts of the ice. However, the goalie may freeze the ball only in the crease. **Penalty:** Turnover or possible Minor for delay of game.
  - b. When the goalie is outside the crease they are subject to the same rules as all other players. Goalies may not interfere with an opponent playing the ball. **Penalty:** Minor for interference.
  - c. A goalie may not pass the ball with his/her hand past 'center' ice to a player on his/her team. **Penalty:** Possession awarded to opponents where ball crossed center ice. Opposing team is awarded a free pass.
  - d. The goalie must have his/her stick in his/her hand in order to touch the ball. A goalie stopping the ball without possession of his/her stick will result in a loss of possession.
  - e. Once play begins, the goaltender at the start of the play must be the goaltender throughout the play. Only on a dead ball may a goaltender switch take place. If any player other than the goaltender stops the ball in crease a penalty shot will be awarded to the opposing team.
- NOTE: Penalties assessed to goalies will be served by a player on the ice at the time of the penalty.*

## G. SCORING

- 1. Legal Goal
  - a. A legal goal is scored when the ball passes completely over the goal line, below the cross bar, and between the up rights.
- 2. Illegal Goal
  - a. A goal will NOT be awarded in the following cases:
    - 1. The ball is struck by the offense above the mid-torso.
    - 2. The ball is kicked, thrown, or otherwise illegally propelled into the net.
    - 3. The offensive team was guilty of a crease violation.
    - 4. The goalie had frozen the ball, and it is pushed over the line by the offense.
    - 5. The ball strikes the official and goes directly into the goal.
    - 6. The ball is whistled dead prior to the goal.

## H. PENALTIES

- 1. Types and Duration
  - a. Minor. This is a two (2) minute penalty, and the guilty player will remain in the penalty box until the penalty time expires, or the opponents score a goal.
  - b. Major. This is a five (5) minute penalty, and the guilty player will remain in the penalty box for the entire five minutes, regardless of the number of goals scored by the opponent. The team of the player serving the major penalty will play short for the duration of the penalty. Any player who flagrantly slashes another player will receive a 5 minute major penalty, a game misconduct, as well as a SRS Level 3: Sportsmanship Ejection.
  - c. Game Misconduct. A player receiving a game misconduct penalty will be ejected from the game and is required to leave the vicinity of the playing area. The team of the player ejected must choose a player from their game roster to serve a five minute major for the ejected player, and the team will play short for the duration of the penalty.
  - d. Non Power Play. If a player receives a Sportsmanship Rating System (SRS) Level 2: Sportsmanship Penalty, that player will serve a two minute time penalty, but the team of this

player will play at full strength. At the end of the full two minutes the player must wait to leave the penalty box until a time of legal substitution takes place. This penalty may be imposed in conjunction with a Minor or Major penalty. It will not be imposed in conjunction with a Game Misconduct.

2. Penalty Timing
  - a. Penalty time begins from the point where the game is restarted following the penalty. If, for example, a player is issued a minor with 4:00 minutes remaining on the clock and the game resumes with 3:45 remaining, the player's penalty will begin at 3:45 and will expire at 1:45.
3. Penalty Types-Examples
  - a. Minor Penalties: Elbowing, charging, checking, interference, hooking, holding, slashing, roughing, stalling, delay of game, high sticking, tripping, too many players on the ice, illegal substitution, and crease violations.
  - b. Major Penalties: Throwing the stick, playing the ball above the shoulders with the stick, other major penalties done in a flagrant manner. Any action viewed by the official viewed to be malicious or reckless will be a major penalty.
  - c. Game Misconduct: Knowingly using illegal and/or dangerous equipment, failure to report directly to the penalty box, use of foul and/or abusive language, intentionally injuring or attempting to injure another player, gross disrespect for the official, or any other action deemed flagrant by the official. Players will be ejected when they receive their fourth minor, a combination of two minors and a major, two majors, or two non power play penalties -OR- if they receive a SRS Level 3: Sportsmanship Ejection or 2 SRS Level 2: Sportsmanship Penalty.
  - d. Non Power Play: This penalty is used in conjunction with the SRS Level 2: Sportsmanship Penalty.

**I. CO-REC PLAY**

1. Teams
  - a. Each team may have a maximum of five (5) players on the ice at one time. Three (3) players are required to start and continue a game.
  - b. Either gender may have a majority, however not greater than one.  
Possible combinations include:

Male Players	Female Players
3	2
2	3
2	2
2	1
1	2

- c. The only exception to this alignment is when a team has a player serving a time penalty.
2. Goaltenders
  - a. The goaltender may be any one of the players as stated above.
  - b. There are no restrictions on goaltenders scoring. Remember that official goaltender changes can only be made during a dead ball period.

**J. CO-REC "A" PROVISIONS**

1. All goals count as one (1) point.

**K. CO-REC "B" PROVISIONS**

1. Female Goals counts as two (2) points. A goal is scored by a female if the last offensive touch was by a female, either by shot or deflection.