

Games will be played at the WINK Arena. Some minor modifications have been implemented for the intramural program provide for the safety of the participants and to adhere to time restrictions.

The Game

- 2 teams of 6 players
- Broomball is a CoRec sport
- Minimum to start is 4 players. Less than 4 players will result in a forfeit.
- CoRec must play 3 males and 3 females or 3 females and 2 males or 3 males and 2 females. If only 4 players, the ratio must be 2 males and 2 females.
- 3 twelve minute periods.
- The clock does NOT stop until the final two minutes of the 3rd period unless for timeouts or injuries.
- The clock WILL stop during the last 2 minutes of the 3rd period for all whistles, made goals and timeouts.
- **Mercy Rule:** If one team is ahead by 10 goals at the 2 minute warning the game is over.
- Regular season games that end in a tie will remain a tie.
- Playoffs games that end in a tie will play overtime.
- Overtime is a 5 minute period to determine a winner. The clock will continually run during overtime unless stopped by injury or called time out.
- If the score is still tied after the overtime period, there will be a shootout. Five players from each team will alternate taking shots (CoRec: Teams will alternate men and women). If there is an even score after that, then there will be a sudden death shootout where one player from each team will shoot and the first time one team scores and the other misses, then the scoring team is the winner.
- **GAME TIME IS FORFEIT TIME!** The minimum players must be present and checked in to begin.

Eligibility

- Current Ferris State University students, faculty and staff are eligible to participate.
- Players must bring their Ferris State Student ID card to EVERY game
- **NO ID = NO PLAY**

Equipment

- NO JEWELRY is allowed!
- Broomball sticks, ball, and helmets will be provided by the Intramural Department
- Helmets must be worn at all times. Participants may use their own helmet but it must have a cage.
- Pinnies will be provided. Teams must wear contrasting colored jerseys
- Clean soled shoes without metal on them must be worn
- Jeans, shorts or athletic pants are allowed.
- Goalie equipment: All goalies must wear a helmet with cage. It is also recommended that they wear a catching glove on their non-stick hand.
- Any articles that may endanger other players are not permitted (i.e. jewelry, plaster casts, etc.)
- Officials of each game will determine legality of all equipment. A player wearing illegal equipment will not be permitted to play

Scoring

- Goals scored by males will be worth 1 point
- Goals scored by females will be worth 2 points
- Sudden Death Shootout scoring will be worth 1 point (Males and Females)
- A goal is scored when:
The ball, entering from the front of the net, passes between the goal posts, below the top of the net, and completely crosses the goal line.
- Goals are NOT allowed when:
The ball is contacted above the shoulder level by the offense
The ball is kicked, thrown, or propelled in an illegal manner by the offensive team.
If a goalie carries the ball across the goal line in the act of putting the ball into play, it will **NOT** result in a goal.
The offensive team was guilty of an infraction at the time the goal was scored
The ball has been whistled dead prior to the goal.

Time outs

- 1 timeout per period. They do not carry over.
- 1 timeout during the overtime period and 1 timeout during shootout.

Putting the Ball in Play

- A Face Off will take place:
At the beginning of any period or overtime play,
After all goals
If the net is dislodged
After an injury
If the ball goes out of play and the referee cannot determine which team forced the ball out.
- Guidelines for Face Offs:
Teams must be onside
Face-offs will alternate between all male and all female face-offs.
The individuals taking the face-off shall stand with both feet squared to their opponent.
The referee will drop the ball to begin play.
- Drawbacks will be utilized to put the ball in play in most situations.
- A drawback will occur after:
A goalie covers the ball in his/her crease (the non-covering team receives the drawback)
A penalty or infractions by one team (the non-offending team receives the drawback)
A ball is hit out of play by one team (the team that did not hit the ball out receives the drawback)
- Guidelines for Drawbacks:
Teams must be onside
All players (except the drawer) shall remain at least 10 feet from the ball during a draw.
The broom shall be used to put the ball in play.
Upon the official's whistle the awarded team may pass the ball backwards or parallel
If a drawback is hit forward on the first contact, the other team will receive a drawback at that spot

Substitutions

- Substitutions may be made "on the fly" provided that the substituting team gains no offensive or defensive advantage. **SUBSTITUTIONS WILL NOT BE ALLOWED PRIOR TO PENALTY SHOTS.**

Checking and Contact

- There is NO CHECKING in Broomball. Players must play the ball and not the person.
- Players checking or aggressively jockeying for position will be assessed a penalty.
- Excessive or dangerous physical contact will result in a UC or an ejection at the official's discretion.

Proper Use of the Broom

- A player may not carry the broom above his/her shoulders.
- A player may not bring their broom above the goal crossbar at any time.
(Penalty is loss of possession for high sticking or a minor)
- A player may not throw his/her broom.
(Penalty is a major, and an ejection, depending on the severity of the infraction)
- A player may not kick, push, or throw an opponent's broom that has been dropped.
(Penalty is an Unsportsmanlike Conduct and a minor)
- If you lose a broom you may not continue until you have picked it up.

Use of Hands and Feet

- Players may use their hands and feet to stop and control the ball, but they cannot kick, push, throw, or bat the ball to a teammate.
(Penalty is loss of possession)
- Intentionally holding the ball with the hands or feet to prevent the opponent's access to it is illegal
(Penalty is a minor)

Stalling or Delay of Game

- No players shall intentionally hold the ball against the boards, goal, or ice with their hands, feet, stick, or body for the purpose of delaying the game.
(Penalty is a minor)

Offside

- There is NO offside violation once the ball is in play.
- Players can NOT be offside during face offs, drawbacks and penalty shots

Players may not intentionally slide

- A minor penalty will be called on the player sliding
- A second slide by one player will result in the ejection of that player

Designating a Goalie

- **Designating a goalie:** A male must be in the goal for one half and a female must be in goal for the other half. The teams will agree on what half will be for what sex. After that, the goalies can be switched at any time as long as it is the same sex.

Goalie Play

- The goalie is free to venture to all parts of the ice. However, the goalie may only freeze the ball in the crease area (defined as with one stick length of the crease).
(Penalty for freezing the ball outside the crease area is a minor for delay of game.)
- Once out of the crease, they must follow all rules that apply to ice players and give up all goalie privileges.
- It is recommended that goalies wear knee pads if they are going to kneel for the ball.
- If the goalie doesn't freeze the ball, goalies have 5 seconds to put the ball back into play. If the goalie does not distribute the ball, a minor penalty will be called for delay of game.
- When redistributing the ball it must hit the ice or another player before crossing the center line. This rule does not apply when the keeper uses their stick.
- **Dislodged Net:** In a case where the net is dislodged, but is not involved in the ensuing play, the referee shall allow play to continue and will replace the net. If it is dislodged and is in play, the referee shall call the play dead and a face-off will restart the play at the nearest face-off spot.
- An intentionally dislodged net will result in a penalty or penalty shot. A referee may award a goal if the shot was headed into the net when the net was dislodged.
- **Pulling a goalie:** If a team wishes to pull their goalie and add an ice player, this team relinquishes all of their goalie rights. Defensive players may enter the crease to stop a shot on goal but they may not freeze the ball. If a defensive player freezes the ball, the result will be a minor foul. A penalty shot will be awarded to the offended team.

Goal Crease

- No players, other than the designated goalie, may be inside the crease area unless the ball has preceded them. A player is considered in the crease when any part of that player's body or equipment is on or inside the crease line. Players may not pass through the crease intentionally. They may do so only to avoid contact with the goalie or other players.
(Penalty for being in the crease illegally is a minor for a crease violation.)

Slashing

- Contacting an opponent's body or stick (from the top) with your stick will be considered slashing (minor or major penalty).

Tripping

- Tripping shall be called when a player uses his/her stick or any part of his/her body (including intentional or unintentional sliding) to undercut an opponent.

Minor Penalties:

Offending player serves two minutes in the penalty box. Penalty expires when a goal is scored by the non-offending team (if they have a man advantage)

Major Penalties:

Offending player serves five minutes. Major penalties do not expire because of a goal. If the offending player is ejected, the offending team must remain shorthanded for five minutes but do not need to select a player to serve the penalty.

Minor Penalty

- Holding
- Interference
- Delay of Game
- Too many players on the ice
- Sliding: Players may not intentionally slide.
- Illegal use of equipment
- Unsportsmanlike Conduct

Minor Penalty or Major Penalty and Ejection if result in Injury or Deemed Intent to Injure

- Tripping
- Slashing
- Checking
- Roughing
- Elbowing
- High Sticking
- Contact to the Head
- Unsportsmanlike Conduct (arguing with/criticizing an official)

Any player's second unsportsmanlike penalty is a mandatory major penalty and ejection.

Major Penalty (5 minute shorthanded) and Automatic Ejection

- Fighting
- Spearing
- Butt Ending
- Kicking
- Throwing the broom
- Check from behind
- Boarding: Ramming an opponent into board or walls.
- Charging: Player who runs, jumps into, or charges an opponent.
- **Personal Misconduct:** Disrespect to an official, excessive profanity, abuse of equipment or facility, actions that incite a fight.