DISCLAIMER

The Rules contained within this Rulebook are adapted U.S.A. Broomball Association (USABA) Rules, and are meant to provide a safe and nonviolent game. It is suggested to read these Rules, and ignorance of the particular Rules contained does not excuse any participant from being held to these standards. By agreeing to play, it is assumed Participants know and understand they must abide by these Rules.

SUMMARY

This section contains a brief summary of the rules. This is in no way the full rules, and is simply an overview. Players are expected to know and are responsible for knowing and understanding the complete rules. Ignorance of the rules is an unacceptable excuse. If you have questions please feel free to ask any Official in a professional manner.

Offside - Offsides occurs when an attacking Player crosses the blue line to go on offense before the ball. If the ball comes outside the zone, everyone must exit the zone, and be completely out of the zone at the same time before trying to come back in legally. Offsides will still be called even if one attacking Player does not come out of the zone.

Kicking - Kicking cannot be used in any way to gain a tactical advantage. The only way to pass legally is with a broom. Settling the ball with your foot is ok, but kick passes are not allowed. There will be an immediate loss of zone and stoppage for any kick, and if in the Official’s opinion it was to tactically gain a stoppage, there may be a penalty.

Goal Scoring - A goal is scored when the ball completely crosses the goal line when it enters the net. A goal can only be scored off of a broom, any throwing, kicking, or batting a ball in with a high stick is not allowed.

Penalties - There are 3 kinds of penalty types:

Minor Penalty (1 Minute and 30 Seconds) - This is a “Power Play” situation where one team plays with less people. This occurs for most unintentional penalties. Common calls are tripping, slashing (chopping a broom), body checking, and kicking. If the team who did not commit the penalty scores, the penalty ends.

Major Penalty (4 Minutes) - This is a similar situation to a Minor Penalty, except it does not end if the non-guilty team scores. These will be given alone in rare cases for violence, where most violent acts also carry a Game Misconduct.

Game Misconduct (Dismissal) - This penalty is the disqualification of a Player, and a report of the incident will be sent to the RIT Intramural Office. This is reserved for the most serious offenses, such as targeting, boarding, or any other violent action.

It is expected that Players keep themselves in control of their actions and emotions during and after the game. Abusive language or gestures will not be allowed, and will be dealt with accordingly. It is expected that going into a game, the participants know about what a penalty is,
and what is acceptable contact. Ignorance of the rules does not excuse any Player from consequences of their actions on and off the ice.

**Icing** - Icing occurs when a ball is hit from the defensive side of the center line, and goes beyond the following goal line without being touched. The faceoff returns to the end from where it originated, right in front of the Goaltender. Icing can be waved off for various reasons, including the team not icing the ball does not making an effort to go after the ball.

**Faceoffs** - Faceoffs occur after every stoppage. One Player from each team takes the faceoff, while other players line up to the sides and behind them (outside a circle if there is one at the faceoff dot), and cannot enter until the ball has been dropped by the Official.

**Game Format** - The game will be two 12 Minute halves with a 30 Second to 1 Minute intermission (time dependant). If there is time, teams will get a 5 Minute warm up period before the game. This may be cut short to keep games starting on time. Teams are expected to be present at game time and risk a forfeit for being behind schedule, this means at least the minimum of 4 Players present at the time of ball drop. Designated Captains may call 1 30 Second time out. Overtime and Penalty Shootouts will only occur in the postseason as needed.

**Benches** - Only Players registered with RIT Intramurals are allowed on the bench. **Helmets must be worn at all times on the bench and on the ice.** Coaches, if desired may be on a bench, but must be registered, and must also wear a helmet. The only liquid allowed on the benches will be water, no other food or drink items.

**Equipment** - Players may wear padding if desired, but cannot give them a distinct advantage over other Players, and can be for protection only. This includes Goaltenders, who may not wear hockey Goaltending equipment of any kind, including Goaltender helmets.

**Substitution** - Substitutions can be made on the fly or at any stoppage, provided they do not significantly delay the game. All substitutions must be quick, taking special care that the Player’s exiting continue to do so and do not interfere in the game if it is still in progress.
Table of Contents (Clickable)

SECTION I. EQUIPMENT
   ARTICLE 1: BROOM
   ARTICLE 2: UNIFORMS
   ARTICLE 3: PROTECTIVE EQUIPMENT

SECTION II. THE TEAM
   ARTICLE 4: CAPTAINS
   ARTICLE 5: COACHES (OPTIONAL)
   ARTICLE 6: ROSTERS AND SPECTATORS
   ARTICLE 7: ON ICE OFFICIALS
   ARTICLE 8: ABUSE OF OFFICIALS
   ARTICLE 9: PARTICIPATING WHILE UNDER THE INFLUENCE
   ARTICLE 10: OTHER OFFICIALS

SECTION IV. THE GAME
   ARTICLE 11: DEFINITION
   ARTICLE 12: DURATION OF GAME AND PERIODS
   ARTICLE 13: CATEGORIES OF PLAY AND ELIGIBILITY
   ARTICLE 14: START OF GAME
   ARTICLE 15: OVERTIME AND SHOOTOUTS
   ARTICLE 16: PROTESTS
   ARTICLE 17: RESULTS OF THE OFFICIAL GAME

SECTION V. PLAY IN PROGRESS
   ARTICLE 18: GOALS
   ARTICLE 19: ASSISTS
   ARTICLE 20: SCORING TABULATIONS
   ARTICLE 21: SUBSTITUTION
   ARTICLE 22: GOALTENDER PRIVILEGES
   ARTICLE 23: PASSING/KICKING
   ARTICLE 24: FACEOFFS
   ARTICLE 25: FACEOFF LOCATIONS
   ARTICLE 26: OFFSIDES
   ARTICLE 27: ICING
   ARTICLE 28: HIDDEN BALL
   ARTICLE 29: HANDLING OF THE BROOM
   ARTICLE 30: REFUSAL TO PLAY
   ARTICLE 31: ILLEGAL BALL
   ARTICLE 32: BALL TOUCHING AN OFFICIAL
   ARTICLE 33: LEGAL CONTACT
   ARTICLE 34: BROOM CONTACT ABOVE THE SHOULDERS
   ARTICLE 35: STOPPAGE OF PLAY DUE TO INJURY

SECTION VI. PENALTIES - GENERALITIES
   ARTICLE 36: GENERAL DESCRIPTIONS
ARTICLE 37: MINOR PENALTY
ARTICLE 38: SIMULTANEOUS MINOR PENALTY
ARTICLE 39: MAJOR PENALTY
ARTICLE 40: GAME MISCONDUCT PENALTY
ARTICLE 41: TERMINATED GAME
ARTICLE 42: PENALTY SHOT
ARTICLE 43: PENALTY PROCEDURES
ARTICLE 44: ARBITRATION MISTAKE

SECTION VII. INFRACTIONS
ARTICLE 45: ILLEGAL SUBSTITUTION (DELAY OF GAME)
ARTICLE 46: ADJUSTMENT OF EQUIPMENT (DELAY OF GAME)
ARTICLE 47: INTERFERING WITH PLAY (DELAY OF GAME)
ARTICLE 48: TOO MANY PLAYERS (DELAY OF GAME)
ARTICLE 49: FREEZING THE BALL (DELAY OF GAME)
ARTICLE 50: DELAY OF GAME/PERSISTENT INFRACTION
ARTICLE 51: REFUSAL TO START OR CONTINUE PLAY
ARTICLE 52: DISTURBANCE (UNSPORTSMANLIKE CONDUCT)
ARTICLE 53: ILLEGALLY LEAVING THE BENCHES
ARTICLE 54: EQUIPMENT LEGALITY/VERIFICATION
ARTICLE 55: ILLEGAL FACEOFF
ARTICLE 56: ILLEGAL REQUEST (DELAY OF GAME)
ARTICLE 57: BENCH UNSPORTSMANLIKE CONDUCT
ARTICLE 58: UNSPORTSMANLIKE CONDUCT
ARTICLE 59: THROWING AN OBJECT
ARTICLE 60: INTERFERENCE
ARTICLE 61: HOLDING
ARTICLE 62: TRIPPING
ARTICLE 63: OBSTRUCTIVE TRIPPING/SLIDING
ARTICLE 64: HOOKING
ARTICLE 65: SLASHING
ARTICLE 66: KNEEING OR ELBOWING
ARTICLE 67: CHARGING OR BODY CHECKING
ARTICLE 68: HITTING (CHECKING) FROM BEHIND
ARTICLE 69: CROSS CHECKING
ARTICLE 70: HIGH BROOM
ARTICLE 71: BOARDING
ARTICLE 72: INTIMIDATING AN OPPONENT (NON-HARASSMENT)
ARTICLE 73: ROUGHER
ARTICLE 74: FIGHTING
ARTICLE 75: FIGHTING BETWEEN TEAMMATES
ARTICLE 76: SPEARING AND BUTT-ENDING
ARTICLE 77: GOALTENDER INTERFERENCE
ARTICLE 78: ATTEMPT TO INJURE OR DELIBERATELY INJURING
ARTICLE 79: REFUSAL TO COMPLY
ARTICLE 80: THREATENING OR MOLESTING AN OFFICIAL
ARTICLE 81: ADDITIONAL PENALTY ISSUANCE
ARTICLE 82: RULES DISCLAIMER
SECTION VIII. RIT INTRAMURAL POLICIES
ARTICLE 83: OFFICIAL POLICIES
**SECTION I. EQUIPMENT**

Note: For Section I. Equipment, advantage will mean any unfair, blocking, or playing advantage granted to the Player by the equipment they are using. Advantage is determined at the discretion of the On Ice Officials.

**ARTICLE 1: BROOM**

a) Brooms shall consist of a wooden, aluminum, or composite shaft with a rubber head attached at one end.
b) The broom may be taped in such a way to provide grip or for ease of handling but may not be taped in such a way that provides a significant advantage to the Player.
c) All Player owned brooms are subject to the Official’s discretion. If any Official deems that the individual’s broom provides a significant, unneeded advantage in head size or length the Player will be asked to use an RIT Intramural provided broom.
d) If a broom breaks during play, the Player must drop the broom immediately. A Player may not play with a broken broom.

**ARTICLE 2: UNIFORMS**

a) Players must wear closed toe shoes or boots at all times while on the ice surface.
b) Players may not wear cleats/spikes of any kind. Broomball shoes are permitted.
c) Players must be appropriately and fully clothed at all times while playing.
d) It is recommended that Players wear pants that cover the entire length of their leg, but is not required.
e) It is requested that Players of the same team wear shirts, sweatshirts, or jerseys of the same or similar colors. If the team fails to meet this request RIT Intramurals will provide pinnies. These pinnies must be worn properly and may not be simply dangled around an arm or the neck of a Player.
f) Players are required to remove any loose jewelry that could be hazardous to themselves or other Players.

**ARTICLE 3: PROTECTIVE EQUIPMENT**

a) All Players are required to wear a protective helmet with a full cage or full face shield. Only hockey and lacrosse helmets are allowed, hockey Goaltender helmets are not allowed for Players or Goaltenders. Helmets must be worn at all times when on the bench and on the ice. No exceptions.
   a. SANCTION: Minor Penalty - Delay of Game, offending Player must serve the penalty.
b) Players are allowed to wear protective cups, knee/shin pads, elbow pads, chest protectors, and gloves provided they do not give any advantage to the Player and are solely for the purpose of providing protection.
c) Goaltenders are not permitted to wear any gear that gives them a distinct blocking advantage. This includes, but is not limited to, any hockey Goaltender equipment.
SECTION II. THE TEAM

ARTICLE 4: CAPTAINS

a) Each team may designate one (1) or two (2) Captains. They must identify themselves to at least one Official before the start of regulation time. Without this identification, appropriate privileges shall not be given.

b) The Captain(s) are the designated representatives of the team. Only a Captain may speak with the Officials, and must conduct themselves in a professional manner during a stoppage in play.
   i) SANCTION: Game Misconduct. Note: Any other Player than a Captain will receive a Game Misconduct for the same criterion of non-professional conversation.

c) Protests are not recognized or allowed.
   i) SANCTION: Game Misconduct.

d) When a Captain is penalized during the game, they lost all rights and privileges while that penalty is being served.

e) No Coach, or any Non-Player may serve as the Captain.

ARTICLE 5: COACHES (OPTIONAL)

a) Each team may have a Coach. This Coach must stay on the bench at all times, and may not go onto the ice.

b) A Coach must wear a helmet at all times, no exceptions.

c) If a team has a Coach, they must do their best to keep full control of Players, and dissuade Players from resorting to violence or illegal tactics. Without a Coach, this responsibility falls to the designated Captain(s).
   i) SANCTION: Minor Penalty - Unsportsmanlike Conduct. A Coach may not encourage use of illegal or violent tactics.

d) A Coach must follow the same professional conduct as Players and Captains.
   i) SANCTION: Game Misconduct. Should this stop play, the Captain(s) will designate someone to serve the additional Minor Penalty in their place.

e) Should the team receive a bench penalty, the Coach will indicate to the Officials which Player (who was on the ice at the time of the infraction) will serve the penalty.

ARTICLE 6: ROSTERS AND SPECTATORS

a) Only Players rostered with RIT Intramurals on their respective team may play a game for that team. No team will be allowed to field Players who are not on their roster. No Player will be allowed to play on a team whose roster they are not on.

b) A team must have a minimum of four (4) Players including a goalie to play the game. If the team does not have four (4) eligible Players at the time the game starts it will be noted as a forfeit. The forfeit will be logged as 1-0 victory in favor of the non-offending team. Grace periods may be requested by either Captain but may only be allowed at the consent of the opposing Captain. In the event that neither team has enough eligible Players the game will be called a draw and recorded as 0-0.
c) If following injuries, penalties, or other occurrences, a team no longer has the required number of Players available, that team shall forfeit regardless of score. The score will be entered as is unless the forfeiting team was ahead, in which case their score shall be entered as zero (0) and the winning team’s score shall be entered as is (or one (1), in the case they had zero (0) goals).

d) No Spectators or Fans may enter the team bench or playing area. This includes all photographers the team has brought with them.
   a. SANCTION: Minor Penalty - Delay of Game.
   b. SANCTION: Any Official may dismiss a Spectator or Fan for violation of any RIT Intramural policy. This includes photographing any game without explicit written consent of the RIT Intramural Office. An Official may ask for proof of this at any time.
SECTION III. OFFICIALS

ARTICLE 7: ON ICE OFFICIALS

a) All Officials shall be appointed by RIT Intramurals.
b) The On Ice Officials shall have the sole authority and control of the game. Their decisions will be final and no appeal will be allowed. The Officials shall enforce all Rules and shall rule on situations not specifically covered by the written rule. The Officials may increase any penalty, especially for the deliberate or repeated abuse of the Rules. The Officials have jurisdiction over the game and Players from the time of the Players entry into the site of competition until the teams have left the site of competition. They are not required to explain any rulings or penalties they assess.
c) It is the job of the Officials to act fairly and impartially in all dealings and to always penalize a Player following an illegal action. Penalties shall be applied as stipulated elsewhere in this rule book. The Officials shall also see to it that the game progresses as smoothly and safely as possible.
d) Officials will not enter into lengthy discussion with Players, Fans, or other Non-Officials before, during, or immediately after the game unless circumstances require such discussions. Salutary greetings, provided they are brief and professional will be allowed.
e) Officials have the authority to deny access to the playing area to any Player or Spectator that does not meet the guidelines in this Rulebook.
f) Officials will wear non-distracting pants, a black and white striped shirt, and carry a whistle.
g) Officials will wear head protection that conforms to the Rules of RIT Intramurals and the facility in which the game is taking place.
h) Officials will wear either ice skates or shoes. This piece of equipment is at individual Officials discretion but should be chosen such that their movement is not hindered in any way.
i) If a Official chooses to wear shoes they must conform to the same Rules as Players.
j) All injuries/incidents should be reported following RIT Intramurals guidelines and procedures.
k) The Officials shall indicate to the box Official(s) the infractions incurred and the penalties imposed as well as goals scored. Immediately after the game, the Officials shall obtain the game report from the box, and deliver it to the Lobby Official.
l) There must be at least one (1) On Ice Official for a game to take place.

ARTICLE 8: ABUSE OF OFFICIALS

a) Any Player, Coach, Team Representative, or Spectator who in words, actions, or gestures intimidate, abuses, or threatens any Official, Coach, or other Player shall be penalized with a Minor Penalty and Game Misconduct penalty.
   i) SANCTION: Minor Penalty - Unsportsmanlike Conduct.
   ii) SANCTION: Game Misconduct. All proceedings will be dealt with by the Official RIT Intramural Guidelines. Depending upon the severity, Officials
reserve the rights to write incident reports to the RIT Intramural office, call RIT Public Safety and/or terminate the game.

ARTICLE 9: PARTICIPATING WHILE UNDER THE INFLUENCE

a) Any Player, Coach, Team Representative, or Spectator who, judged by the Officials to be under the influence of drugs or alcohol shall be sent off the ice and bench. RIT Public Safety will be notified and a report will be filed with the RIT Intramurals Office. All proceedings will follow RIT Intramural guidelines.
   i) SANCTION: Game Misconduct.

ARTICLE 10: OTHER OFFICIALS

a) At no time may an Off Ice Official overrule an On Ice Official. Any ruling made by an Off Ice Official is not binding unless verified by an On Ice Official.

b) Box Official(s): Box Official(s) are any and all Officials that are running the score clock, recording statistics, or managing the penalty box. These Officials fall under the same terms as Officials when referring to Player treatment of Officials. The box Official(s) also have the same authority as any RIT Intramural Official.
   a. Should a box Official need to call an Unsportsmanlike Conduct Penalty, they shall do so by signaling with the scoreboard buzzer at a stoppage.

c) Lobby Official: The lobby Official is tasked with maintaining equipment owned by RIT. This Official will also enter scores into the Official online scoring system. The lobby Official has the same authority as a box Official, and any RIT Intramural Official.

d) Goal Judges (optional): The Goal Judges shall have the task of determining if the ball has completely crossed the goal line. If this has occurred the Goal Judge shall turn on the red goal light. The Goal Judges’ task is only to signal that the ball has completely crossed the goal line, regardless of how the event occurred. Goal judges may be consulted only on whether or not the ball crossed the goal line. The validity of a goal will still be determined by the On Ice Officials, the Goal Judges’ ruling is not binding, purely informational.
SECTION IV. THE GAME

ARTICLE 11: DEFINITION

a) THE SPORT OF BROOMBALL IS A TEAM DISCIPLINE WHERE PHYSICAL CONTACT IS REGULATED. THE OBJECT OF THE SPORT IS TO SCORE POINTS ON AN ICE SURFACE BY HITTING A BALL INTO THE OPPOSING TEAM’S NET WITH A BROOM. DURING PLAY, EACH TEAM IS ALLOWED A MAXIMUM OF SIX (6) PLAYERS (INCLUDING THE GOALTENDER) AND A MINIMUM OF FOUR (4) PLAYERS DURING REGULATION TIME. DURING OVERTIME PLAY, A MINIMUM OF FOUR (4) PLAYERS AND MAXIMUM OF FIVE (5) PLAYERS WILL BE ALLOWED, INCLUDING THE GOALTENDER.

ARTICLE 12: DURATION OF GAME AND PERIODS

a) Each game shall be twenty-five (25) minutes, divided into two (2) periods and one intermission. Each period will last twelve (12) minutes and the intermission will last one (1) minute.

b) All games will be played as continuous time, and the clock will not stop. The clock will only stop during the final one (1) minute of the second period.

c) Scores will be tallied as goals are scored on the ice, however, regardless of the score, a maximum lead of eight (8) goals will be recorded in the Official score.

d) Teams shall defend one zone during a period, and will change ends of the ice after each intermission.

e) One time out of thirty (30) seconds will be granted to each team per game. The timeout may only be used during a stoppage of play. A Captain must call for the timeout by signaling to any Official.

a. If this is signaled to an Off Ice Official, the scoreboard buzzer will be used to call attention to the On Ice Officials.

f) One additional thirty (30) second timeout will be granted to each team during any sudden death period. Unused timeouts do not carry over into overtime or additional sudden death periods.

ARTICLE 13: CATEGORIES OF PLAY AND ELIGIBILITY

a) There are two (2) categories of play in RIT Intramural Broomball, Recreational, and Division 1.

b) A Player appearing on a Division 1 roster may also play for a Recreational team, and vice versa.

c) No Player may be rostered on multiple teams in the same category of play.

d) All Players must be eligible to play by RIT Intramural Rules.

ARTICLE 14: START OF GAME

a) The game shall start at the scheduled time, except in the case of a preceding game running late.
b) The five (5) minute warm up period before the start of regulation time is not a guarantee, and is at the Official's discretion.

c) It is expected that The Team will be present by the start time of the game. Eligibility Rules in Article 6 apply the instant the scheduled game time is reached. If a team is not present at that time, the guidelines in Article 6 will be followed.

**ARTICLE 15: OVERTIME AND SHOOTOUTS**

a) Overtime and shootouts will occur in the postseason only. All tied regular season games will be recorded as ties.

b) If, at the end of regulation time, the score is tied, the teams shall change goals and the overtime period shall begin with a center ice faceoff.

c) A thirty (30) second intermission will occur between the end of regulation and the start of overtime. No intermission will occur before a shoot-out.

d) Overtime will consist of a single five (5) minute stop time, sudden victory period. If the score remains tied, the game will proceed to a shootout.

e) Overtime play will consist of four (4) Players, not including the goalie, and will continue until one team scores or time has run out. Overtime will follow the same Rules as regulation with the exception of number of Players.

f) If a penalty is assessed during overtime the offending Player will go to the box and play will continue with a 4-on-3 advantage, this count includes the Goaltenders for the non-penalized team. Once the penalty expires the Player may leave the box and join play.

g) If coincidental minor or major penalties are issued, the Players shall both take their places on their respective penalty benches but shall be replaced on the ice by other Players (allowing four on four play to continue). The penalized Players may not return to the ice or their team bench until their penalties have expired and there has been an Official stoppage of play.

h) If non-coincidental minor or major penalties are called, play will be continued as three on three play.

i) If a second penalty is assessed to the same team during penalty time, another Player will may enter the ice to the non offending team, and the game will proceed with five on three play. Players leaving the box may play and four on four play will be resumed upon the next stoppage.

j) Shootouts will consist of one shooter and one Goaltender per team. Both teams will shoot concurrently, following the guidelines set forth for a Penalty Shot. A minimum of three (3) shooters will make an attempt and the team with the most successful shots after the three shooters will be awarded one goal towards the final game score, and win the game. If the number of successful attempts is the same after three (3) shooters, the shootout will continue on a single attempt basis. At the first instance of both teams having the same number of shooters attempt and one team having more successful attempts than the other, the leading team will be awarded the victory. The entire roster must shoot before a shooter can repeat. The order of the shooters must stay the same if shooters are needed to shoot twice, assuming the whole roster has had a chance to shoot.

k) Championship: Minimum of one overtime period will be played if at the end of regulation time a championship game is tied. More overtime periods may be added at the Official’s discretion. Teams will switch sides for each overtime period played and each
period will begin with a center ice face-off. If more than one overtime period is played, one thirty (30) second intermission may be granted at Official’s discretion. If after one overtime period the score is still tied it will be at the discretion of the Officials to continue overtime or have a shootout. All overtimes will be five (5) minute, stop time, sudden victory periods.

ARTICLE 16: PROTESTS

a) PROTESTS ARE NOT ALLOWED OR RECOGNIZED.
   i) SANCTION: Game Misconduct.

b) Any conversation with an Official deemed to be unprofessional in nature will be treated as a protest.

ARTICLE 17: RESULTS OF THE OFFICIAL GAME

a) The team scoring the greater number of goals during the game shall be declared the winner.

b) When overtime is not played and if the game ends in a tie, the game will be recorded as a tie.

c) An official game is defined as any game between two (2) teams with eligible Players, that has at least one completed period. If play is interrupted before this time, it is recorded as a cancellation, 0-0, and will be rescheduled at the discretion of the RIT Intramural Office. If the game is terminated after that point, the score will be recorded as is.

d) Goal scoring and Assist statistics will be kept for all Division 1 games, which will determine a scoring champion at the end of the playoffs.
SECTION V. PLAY IN PROGRESS

ARTICLE 18: GOALS

a) A goal shall be legal in the following cases and only when it has completely crossed the goal line prior to any whistle or official stoppage in play (including end of period buzzers):
   i) When an attacking Player directs or deflects the ball into the goal with the broom.
   ii) If the ball deflects (but is not directed) into the goal after hitting any part of the body (including shoes) of an attacking Player.
   iii) If the ball is directed or deflected into the goal in any manner by a member of the defensive team.
   iv) If the ball penetrates the goal while under the possession of the Goaltender. This includes attempts to throw the ball, where the backwards motion causes the ball to completely cross the goal line.

b) A goal shall be refused in the following cases:
   i) The ball is hit, thrown or directed deliberately into the goal by an attacking Player by any other means other than the broom.
   ii) If the ball is hit by an attacking Player with their broom higher than normal shoulder level (point of contact, not origination of the swing). Normal shoulder height is defined as the shoulder of that Player when standing upright. Regular high broom infraction procedures will be followed.
   iii) If there is a delayed call against a Player on the attacking team. This includes balls that go into the goal prior to any immediate call an Official intended to make.
   iv) If the attacking Player directs the ball with their foot, hand, or any other body part and the ball bounces into the goal off of a defending Player.
   v) If the ball bounces into the goal off of an Official.
   vi) If the goal was scored in a manner not foreseen in this section of the Rules, such as scoring after the buzzer or due to an illegal act such as Goaltender interference.

ARTICLE 19: ASSISTS

a) An assist is the action of legally directing the ball to a teammate who then scores a goal. An assist shall be awarded to the Players who directly made contact with the ball prior to the goal scorer.

ARTICLE 20: SCORING TABULATIONS

a) No more than two assists will be awarded per goal.

b) Goals and assists shall each count as one point in Division 1 statistics.

ARTICLE 21: SUBSTITUTION

a) Player substitution during stoppages of play are allowed but must not delay the resumption of play.
b) On the fly substitutions (during play) are permitted. The Player coming off must make uninterrupted progress to leave the ice, and only once both feet are off the ice, another Player may enter in their place.
   i) SANCTION: Minor Penalty - Too Many Players. This will be assessed if the number of Players exceeds the maximum allowed for that team at the time of the infraction. This will also be assessed if a change interferes with the play in progress.

c) Goaltender substitutions must be made only during a stoppage in play by notifying the On Ice Officials. No warm up shots will be allowed. A Goaltender has the same privileges as any other Player, and may play as their own extra attacker. The Goaltender retains the Goaltender privileges only while contacting their assigned crease.

ARTICLE 22: GOALTENDER PRIVILEGES

a) The Goaltender has special privileges while inside or in contact with the crease. When outside this area, the Goaltender is considered as any other Player, and loses these privileges. The Goaltender:
   i) May, in stopping the ball, catch, trap, cover, kick, or bat the ball with any part of their body or equipment. In clearing the ball, the Goaltender may pick the ball up, carry it out of the crease on their broom, or while within the crease, throw it (underhand only) towards the nearest end of the ice. The throw must stay below the start of the bottom of the glass, and may not cross the center red line untouched. In doing so, the Goaltender may not hold the ball for more than three (3) seconds. Any violation will result in a faceoff in front of the Goaltender who committed the violation.
   ii) May not deliberately hide the ball in their equipment or clothing.
   iii) May not interfere with an opponent who is not playing the ball.
   iv) May not deliberately displace the goal to disrupt play
   v) May not use any broom in any way to intimidate or harass an opponent.
   vi) SANCTION: In i) and ii), a faceoff. In iii) and v), Minor Penalty - Interference. In iv), Penalty Shot.

b) The Goaltender must abide to all equipment Rules laid out in this Rulebook.

c) A Goaltender shall not be sent to the penalty bench for Minor Penalties. A Minor Penalty shall be served by a Player who was on the ice at the time of the infraction.

d) Only the Goaltender, while in contact with the crease, may freeze or cover the ball.
   i) SANCTION: Penalty Shot - A Penalty Shot is awarded for any Non-Goaltender covering, handling, or freezing the ball with their hands while contacting the crease.

e) If the ball lodges on or behind the net, it is considered to have been frozen by the goaltender regardless of what caused it to be there.

f) A frozen ball is whistled dead immediately and a faceoff at the closest dot occurs.
ARTICLE 23: PASSING/KICKING

a) A legal pass is one made with a broom only. A pass made with one’s hand, intercepted and controlled by the opponent is also allowed. A Goaltender may pass with a hand provided they follow all Rules in Article 23.
b) Anytime the ball is batted with the hand by the attacking team and goes into the goal crease, there shall be an immediate stoppage of play and the faceoff will come back one zone from the origin of the infraction.
c) Anytime the ball is batted with the hand and controlled by a Player of the same team in any way will cause an stoppage at the time of contact by the offending team. A faceoff one zone behind the infraction. This will not be a stoppage in the defensive zone, and will be treated as a delayed call from the time the ball is first handled.
d) Anytime the ball is intentionally kicked in any way, there is an immediate stoppage and a loss of zone for the faceoff. Using a foot to settle the ball and keep it within the general area of the Player’s body is permitted, however dribbling the ball is not permitted.
   i) SANCTION: Minor Penalty - Delay of Game. If in the opinion of an Official the ball is deliberately kicked to gain a stoppage that provides a tactical advantage.
   ii) SANCTION: Minor Penalty - Delay of Game. If in the opinion of an Official the ball is deliberately kicked an excessive distance or deliberately kicked to delay the game.
e) Anytime the ball contacts the safety netting above and behind the Goaltender, as long as not directly off an attacking Players broom, a faceoff at the nearest dot to where the ball was shot from, will be taken. Otherwise, loss of zone will occur for the faceoff.
f) Any pass of the ball over the glass will cause an immediate stoppage. If a defender's intentional action causes the ball to go directly over the inner, non-bench glass from the defensive zone a minor penalty will be assessed for delay of game.
   i) SANCTION: Minor Penalty - Delay of Game.

ARTICLE 24: FACEOFFS

a) The ball shall only be considered in play after a faceoff. Restarting play always must be with a faceoff. Faceoffs will be at dots or circles.
   i) If at a circle, Players must stay out of the circle, except the two taking the faceoff, and must stand behind the plane made by the Player of their team taking the faceoff.
   ii) If at a dot with no painted circle, the same rule as i) is applied, however, without a circle, reasonable distance at the Official’s discretion is needed.
b) The Players taking the faceoff must not block the Official’s ability to drop the ball.
c) Any violation of these above Rules will be warned, and a minor assessed if warranted for continuing to ignore spacing and warning.
   i) SANCTION: Minor Penalty - Persistent Infraction.
d) The ball may be played in any direction after the drop, except for upwards.
   i) SANCTION: Minor Penalty - Delay of game.
   ii) SANCTION: Major Penalty - Roughing. If flagrant or injury occurs to opponent.
e) Faceoffs may only take place at painted dots on the ice, never in open ice.
ARTICLE 25: FACEOFF LOCATIONS

a) Following stoppage in play, a faceoff will take place based upon the location of the ball at the time of stoppage. Under normal circumstances, the faceoff will go back one zone from the stoppage location, if the stoppage was caused by an attacking Player, unless otherwise noted in this Rulebook.

b) Following a goal, and at the start of every period, the faceoff will take place at center ice.

c) Following a Goaltenders coverage of the ball, the faceoff will occur on the side of the ice the shot was initially taken.

d) Following a penalty call, the faceoff will be in the defensive zone of the penalized team. In the case of multiple penalties at the same stoppage, the faceoff will come to center ice. Penalties after the whistle do not change the location of the faceoff for what the play was stopped for.

e) If a stoppage occurs, and is result of simultaneous action by two different teams, the faceoff will occur at the closest spot in the zone the stoppage occurred in.

f) After a stoppage for offside, the faceoff will take place at the spot nearest the attacking team’s offensive blue line, unless the offside was caused by a pass from inside the attacking team’s defensive zone, in which case the faceoff would take place at the spot nearest the attacking team’s defensive blue line.

g) When a stoppage of play occurs for any reason not covered in the Rules, the faceoff will occur at the nearest spot to the location of where the stoppage occurred.

h) In the event of an Official’s inadvertent whistle or mistake, the faceoff will take place in the zone of the team who had control of the ball at the time of the stoppage. In the case of an inadvertent whistle for icing, the faceoff will be at center ice.

ARTICLE 26: OFFSIDES

a) Definition: A Player is offside if both of their feet are in the offensive zone before the ball. Upon legal entry into the offensive zone, the attacking team must keep the ball inside the outer edge of that blue line to maintain onside. If the ball completely exits the zone, the entire team must come out of the zone, and come back in legally. A Player is not offside as long as one foot touches the outer edge of the blue line on the ice.

b) When the ball is in the offensive zone, offside is called immediately if any attacking Player contacts the ball or impedes the forward progress of a defending Player while an attacking Player is offside.

c) Offside is caused by either by failure to tag up at the blue line, or illegal entry before the ball. All members of an attacking team must be tagged up simultaneously.

d) Delayed offside, allowing the attacking team to tag up and re-enter the attacking zone legally, will occur during any of the following:

i) When a member of the team in possession of the ball goes into the zone before the ball, and the ball is intercepted by a defensive Player and put back into the defensive zone by the defensive Player. The attacking Player does not need to tag up, and delayed offside is cancelled.

ii) If the ball bounces off a defending Player, forcing an attacking Player to precede the ball into the offensive zone, a delayed offside shall occur.
iii) In the case of a delayed offsides, if the Player who is in possession of the ball causes a stoppage of play due to any other rule infringement, it is the other infringement that determines the faceoff location.

iv) If on a delayed offsides, the offending team clears the zone and re-enters legally, the delayed call will be cancelled. The whole team must be onside simultaneously for this to occur.

v) If on a delayed offsides, the ball is shot by an attacking Player and enters the goal crease or goal, play will be stopped immediately and no goal will be awarded.

e) An additional zone will be lost if in the opinion of the Official, the offside was committed intentionally, either by putting the ball in offside, or refusing to exit the zone, despite Official warnings, either vocal or by hand signal.

ARTICLE 27: ICING

a) Icing is the act of any Player of either team, which is equal or superior in numerical strength as the opposing team, shooting, deflecting, kicking, or batting in any way, the ball from behind the center red line, beyond their attacking zone goal line, without any deflection. Should this occur, the whistle is blown once the ball crosses the goal line.

b) If the ball is iced, the ball will come all the way down into the offending team’s defensive zone.

c) Icing is waved off if:
   i) The Goaltender comes out to play the ball, this is at Official’s discretion.
   ii) The Goaltender makes contact with the ball before crossing the goal line.
   iii) The ball makes contact with any Player before crossing the far goal line, but after the center red line.
   iv) The ball goes into the goal, the goal is counted and play is stopped.
   v) A Player from the non-offending team did not make a reasonable effort in the Official’s opinion to reach the ball before it crossed the goal line.
   vi) If the team icing the ball is shorthanded due to a penalty.
   vii) A member on the team icing the ball will clearly, in the Official’s opinion, win a foot race to the faceoff dots in the direction where the icing will take place, before the ball crosses the goal line.
   viii) If a Player on the non-offending team touches the ball at any time.

ARTICLE 28: HIDDEN BALL

a) If for any reason, the ball is unintentionally hidden or frozen beneath a Player, a whistle will be blown for a stoppage.

SANCTION: Minor Penalty - Delay of Game. This will be assessed if in the Official’s opinion, there was intent to cover the ball.

ARTICLE 29: HANDLING OF THE BROOM

a) Any handing off of the broom from Player to Player must be done with the hands. No throwing of the broom may occur.
b) A Player may not play with more than one broom. This includes kicking brooms on the ice.
c) A Player who has dropped their broom may participate without it, or can pick it up. They may be handed a broom from another Player. No Player may kick or throw a broom to another Player.
d) A broken broom must be dropped immediately. Play may be stopped if the Official determines it to be unsafe to keep play going.

SANCTION: Minor Penalty - Delay of Game. Applies to any violation of a) through d).

ARTICLE 30: REFUSAL TO PLAY

a) If a team refuses to play a ball during a delayed stoppage or penalty, play will be stopped.
b) Any refusal to play the ball, without opposing pressure, in the Official’s opinion, will cause an immediate stoppage in play.
   i) SANCTION: Minor Penalty - Delay of Game. At Official’s discretion.

ARTICLE 31: ILLEGAL BALL

a) If another ball other than the official ball in use appears on the ice, the game will not be stopped unless it, in the Official’s opinion, interferes with the play in progress.
b) Any ball intentionally hit or directed by the hand, foot, high broom, or body into the goal crease by a Player of the attacking team shall result in an automatic stoppage in play.

ARTICLE 32: BALL TOUCHING AN OFFICIAL

a) Play will not be stopped for a ball touching an Official, except if the ball goes directly into the goal. If the ball leaves play, it will be considered that the Official is part of the arena, and appropriate zone faceoffs will occur.

ARTICLE 33: LEGAL CONTACT

a) In all games, checking is not allowed, but incidental contact, at Official’s discretion will be allowed, providing it falls within the Rules of the game.

ARTICLE 34: BROOM CONTACT ABOVE THE SHOULDERS

a) It is forbidden to touch or hit the ball with a broom higher than the normal shoulder level. Normal shoulder height is defined as the shoulder of that Player when standing upright. This action will be treated as a delayed call.
b) If in the opinion of the Official, even if contact with an opponent is not made, if holding the broom above shoulder height is deemed dangerous will be called dead.

SANCTION: Minor Penalty - High Broom.

ARTICLE 35: STOPPAGE OF PLAY DUE TO INJURY

a) If in the opinion of an Official a Player is seriously injured play will be stopped immediately. The faceoff will be at the nearest faceoff dot to the ball when play was stopped that does not give the injured Player's team an advantage.
i) A seriously injured Player is any Player who cannot leave the playing surface under their own power.
b) If play is stopped for an injury that Player must leave the ice. If the Player leaving ice will cause the team not to have enough Players to continue the Officials will grant a short time out to determine if the injured Player can continue.
c) A Player that has left the ice for an injury can only return during a stoppage. Before returning that Player must inform the Officials they wish to continue. This decision to return will be recorded by the Box Official.
d) At any time any Official may deem a Player too injured to participate. RIT Ambulance and RIT Public Safety may be contacted.
e) Any blood found on the ice must be cleared before play can resume.
SECTION VI. PENALTIES - GENERALITIES

ARTICLE 36: GENERAL DESCRIPTIONS

a) The purpose of issuing a penalty is to give the offended team an opportunity equivalent to the one it lost due to the infraction that was committed; to oblige both teams play within the Rules of the game; and to eliminate from the playing area any individual who refuses to comply with the Rules.

b) A penalty is defined as banishment from the ice for a given period of time. Penalties are to be measured in actual playing time with more serious rule infractions requiring longer penalties. The elapsed time of the penalty is measured from the moment of the faceoff taking place following the penalty being issued.

c) It is important that particular attention be given to infractions occurring after a whistle has been blown and play stopped.

d) In the case of simple infractions, the guilty or designated Player shall go immediately to the penalty box (except the Goaltender as noted elsewhere in this rule book). In the case of Game Misconduct Penalties, the Player(s) will immediately leave the ice, return their equipment if borrowed, and stay for an incident report to be written by the Official(s) after the conclusion of play. They may not return to the ice or bench.

e) No Goaltender may be sent to the penalty box for Minor Penalties, but will be served by a teammate who was on the ice at the time of the issuance of that penalty.

f) A bench penalty arises when an unidentified Player or Team Representative commits the infraction. This penalty will be served by a Player who was on the ice at the time of the infraction.

g) In the case of a penalty to an injured Player, Goaltender, or the bench, the Coach or Captain will designate a Player who was on the ice to serve the penalty in their place. If this Player is not designated promptly, and Official may choose who will serve.

h) A delayed penalty is in effect when an infraction occurs by the team not in possession of the ball. The penalty is not assessed until the guilty team shows clear control of the ball.

ARTICLE 37: MINOR PENALTY

a) A Minor Penalty requires that the guilty Player leave the ice and their team play shorthanded during one minute and thirty seconds of non-stop play (1:30).

b) When a team plays with a numerical disadvantage caused by one or more minor penalties, and the opponents score one or more goals, the penalties shall immediately end in a successive and chronological manner, beginning with the penalty that first created the numerical disadvantage. One penalty will be removed per goal scored.

c) A Bench Minor Penalty will be treated as a Minor Penalty, with a designated Player who was on the ice at the time of the infraction serving the penalty.

d) Double Minor Penalties may be issued based on severity of the incident, and are considered back to back penalties, not concurrent. This may occur for the same penalty, or multiple penalties for multiple infractions in the same sequence by the same Player or Team Representative.
e) If a Player is issued three (3) Minor Penalties during the same sequence, the third becomes a Major Penalty, which is served first, the Player will serve seven (7) minutes of penalties.

f) If a Player is issued a fourth (4) Minor Penalty in a game, it will be assessed as a Major Penalty, regardless of the severity.

g) If a Player is issued five (5) Minor Penalties in a game, they will be given a Game Misconduct. A Player will serve an additional Major Penalty instead of the Minor Penalty.

h) Minor penalties will carry over between periods.

ARTICLE 38: SIMULTANEOUS MINOR PENALTY

a) Minor Penalties issues simultaneously to both teams do not cause numerical inequalities. However, the penalized Players are not replaced on the ice and neither penalty is cancelled if either team scores.

b) A separate infraction issues during a delayed call will not be considered simultaneous, and will follow the Rules on numerical disadvantage as defined in Article 37.

c) If coincidental Minor Penalties are issued during regulation time and the game continues into overtime, the teams will start the overtime period four on four. The penalized Players will return to the ice or bench following a stoppage in play after their penalties have expired.

ARTICLE 39: MAJOR PENALTY

a) A Major Penalty requires the guilty Player leave the ice and their team play shorthanded for four (4) minutes of non-stop time. The penalized Player must serve the entire penalty, regardless of how many goals are scored during that time.

b) If a Player receives a Major and Minor Penalty in the same sequence of play, the Major Penalty will be served first.

c) All Majors will be served in full, no coincidental Majors will be assessed.

d) If a Player receives two (2) Major Penalties in a game, they will be given an additional Game Misconduct, and someone from their team must serve the Major Penalty.

e) A Bench Major Penalty requires that a Player of the offending team who was on the ice at the time of the infraction serves the penalty, and that team plays shorthanded.

ARTICLE 40: GAME MISCONDUCT PENALTY

a) A Game Misconduct Penalty requires the guilty Player to permanently leave the ice and bench area for the duration of the game. They must wait in the Lobby with the Lobby Official until the end of the game. No additional penalty will be assessed to the offending Player’s teams.

b) A written report will be submitted to the RIT Intramural Office outlining the nature of the infraction.
ARTICLE 41: TERMINATED GAME

a) At any point an Official may terminate a game in the interest of safety or for any other reason. In these cases a written report shall be submitted to the RIT Intramural Office. The RIT Intramural Office will then determine the outcome of the game and may take any necessary disciplinary action on a case by case basis.

ARTICLE 42: PENALTY SHOT

a) The clock will stop for a Penalty Shot
b) If a Penalty Shot is awarded, no other Minor will be assessed for the same infraction.
c) If the Player who is awarded the Penalty Shot is unable to do so because of injury, a teammate who was on the ice may take the shot instead.
d) If the Goaltender of the penalized team was not on the ice at the time of the infraction, they may return to defend against the Penalty Shot. Only the Goaltender who was designated at the time may face the Penalty Shot.
e) The Official shall place the ball on the blue line of the attacking zone. The Player taking the Penalty Shot will take play the ball from there. The ball must be kept in a forwards motion towards the opponent’s goal line, and once shot, the play is considered complete.
f) A Penalty Shot goal cannot be awarded on a rebound.
g) The Goaltender must remain in the crease until after the ball is considered dead. The attempt will be awarded again if the Goaltender leaves the crease before the whistle.
h) All other Players on the ice must be at their respective benches and cannot interfere either physically or verbally with the attempt. If interference is determined by the Official’s discretion, the attempt will be given again.
i) A Goaltender may not physically or verbally interfere with the attempt, or a goal will be awarded.
j) If a goal is scored during the Penalty Shot, any previous penalties are not cancelled and remain in effect.
k) A successful attempt is defined as any shot that meets successful goal criteria for crossing the goal line.
l) The attempt will be deemed failed if the Goaltender at any time has full control of the ball or if the ball at any time crosses the goal line outside of the goal or comes to a complete stop.
m) The face off after an unsuccessful Penalty Shot will take place in the defensive zone of the penalized team.
n) Any successful attempt will result in a center ice faceoff.

ARTICLE 43: PENALTY PROCEDURES

a) When a Player is issued a penalty and their team is in control of the ball, the Official shall whistle immediately and impose the penalty.
b) When a Player incurs a penalty while the ball is not in their team’s possession, the Official shall signal a delayed penalty by raising an arm. The Official shall lower their arm and whistle as soon as the offending team controls the ball.
c) In the even the same Player should commit other infractions in the same sequence of play, whether before or after the whistle, these penalties will be served consecutively.
d) If during a delayed penalty call, a Player from the other team incurs a penalty, the Official shall immediately blow the whistle and issue all applicable penalties.
e) If during a delayed penalty call, a second or third Player from the same team is to be issued a penalty, the Official shall not blow the whistle until the offending team controls the ball. At that time, all penalties shall be assessed.
f) When a delayed penalty is signaled and the non-offending team scores a goal before a stoppage, the goal will count and the initial Minor Penalty will not be imposed. All other penalties will be imposed as usual.
g) If a delayed penalty is signaled and the non-offending team plays the ball directly into its own goal, the goal shall stand and the penalty will still be applied.
h) If during a delayed penalty time, the offending Player’s team scores a goal, it will be nullified and the penalty will then be assessed.
i) If a team is playing shorthanded due to a minor penalty and the Official signals a delayed penalty to the same team, any goal scored by the non-offending team will stand and the penalty which first resulted in the shorthanded situation will expire. The new penalty will be assessed.
j) If a penalty can not be served due to lack of Players, the offending team will forfeit the game as outlined in Article 6.
k) A Minor Penalty cannot be issued along with awarding a Penalty Shot for the same singular infraction. This does not apply to Major Penalties and/or Game Misconducts issues along with Penalty Shot attempts.

ARTICLE 44: ARBITRATION MISTAKE

a) An Official may amend any decision as long as the faceoff following that decision has not yet taken place.
b) The faceoff will take place in the zone where play was occurring at the time of the error unless the amended decision requires it move.
SECTION VII. INFRACTIONS

(NO: In the case of conflict between recorded time and a Player’s penalty time, it is the responsibility of the penalized Player to ensure that the release time is correct. Whatever time is on the game clock is considered correct. Any error by the Box Official is not considered to be something the Player is responsible for. However, once the timers expire, if a Player stays in the penalty box too long and a goal is scored, neither the goal nor the game can be protested.)

ARTICLE 45: ILLEGAL SUBSTITUTION (DELAY OF GAME)

DEFINITION: Any change of Players on the ice that does not respect the correct procedures. The Player leaving the ice must be close enough to have both feet off the ice before the replacement Player can come onto the ice.

SANCTION: Minor Penalty.

ARTICLE 46: ADJUSTMENT OF EQUIPMENT (DELAY OF GAME)

DEFINITION: Any Player delaying the game to adjust, modify, or change their equipment. A Player must leave the ice to do any of the above, Goaltender excluded, who may request an Official’s time out during a stoppage of play to make any adjustments.

SANCTION: Minor Penalty.

ARTICLE 47: INTERFERING WITH PLAY (DELAY OF GAME)

DEFINITION: Any Player or Team Representative who interferes with the ball while not on the ice, or, if during an incomplete Player substitution, any Player from that team intentionally touches the ball. The latter is considered a Too Many Players penalty.

SANCTION: Minor Penalty.

ARTICLE 48: TOO MANY PLAYERS (DELAY OF GAME)

DEFINITION: Any team with more Players on the ice then they are allowed by the current condition of the game will be considered in Delay of Game. The delayed call can be made from any point an Official noticing. If a goal is scored by a team with too many Players on the ice, the goal will be disallowed, and the penalty will be assessed. Any goal scored against a team with too many Players on the ice will be counted, and the penalty will not be assessed.

SANCTION: Minor Penalty.

ARTICLE 49: FREEZING THE BALL (DELAY OF GAME)

DEFINITION: Any Player who deliberately freezes, lifts, carries, or closes their hand over the ball outside of the crease.

SANCTION: Minor Penalty.
DEFINITION: Any Player who is not the Goaltender, and who touches the ball with their hand intentionally to make a save or stop the ball in the Goaltender’s crease.

SANCTION: Penalty Shot.

ARTICLE 50: DELAY OF GAME/PERSISTENT INFRACTION

GENERAL DEFINITION: Any Player or team who at any time deliberately delays the game in any manner. This includes:

1. After being warned by the Official(s), Player substitutions are not made on the run.
2. A team deliberately delays the game by consecutively icing the ball a third time without any attempt at making forward progress with the ball.
3. A Player deliberately delays the game by sending, hitting, or throwing the ball outside the playing surface.
4. If a Player, even the Goaltender, intentionally dislodges the net from its normal position.
   (NOTE: If any intentionally dislodges the net when the opposing team has a reasonable scoring chance, a Penalty Shot is awarded.)
5. Any captain who leaves the bench to talk to an Official, and then returns to the bench, or any Non-Captain who attempts to act as a Captain.
6. If the Goaltender throws or intentionally lets the ball drop onto the net or intentionally hits the ball out of play to cause a stoppage in play.

SANCTION: Minor/Optional Penalty Shot or Bench Minor Penalty/Optional Penalty Shot.

ARTICLE 51: REFUSAL TO START OR CONTINUE PLAY

DEFINITION 1: Any team that, after being warned by the Official(s), refuses to start or continue play, leaves the ice and bench, or will not present itself on the ice.

SANCTION: Warning, then Forfeited Game.

DEFINITION 2: If a team is absent at the time a game is scheduled to begin, proceedings outlined earlier in this Rulebook.

SANCTION: Follow procedures outlined in Article 6.

ARTICLE 52: DISTURBANCE (UNSPORTSMANLIKE CONDUCT)

DEFINITION: Any Player(s) who after being warned by the Officials hits the board with the broom or other object, only if the Official is able to identify the guilty party.

SANCTION: Minor Penalty or Bench Minor Penalty. Major Penalty if severe enough.

ARTICLE 53: ILLEGALLY LEAVING THE BENCHES

GENERAL DEFINITION: Except in the case of an injured Player, any Player or Team Representative who leaves the the team bench to go on the ice when it is forbidden to do so, or any Player, deliberately or not, who leaves the penalty bench before the end of their penalties, or who has not received authorization to leave.
SANCTION: Minor Penalty or Bench Minor Penalty. Note: Any goal scored by the guilty Player’s team shall be disallowed, while any goal scored by the non-guilty team shall be allowed. All penalties issued during that time shall be valid.

DEFINITION 1: Any Team Representative who goes on the ice after the game has begun, without the permission of the Official.

SANCTION: Game Misconduct.

DEFINITION 2: Any Player from either team who leaves the team bench during an altercation, or becomes involved in an altercation, either with the Officials or other Players.

SANCTION: Game Misconduct.

ARTICLE 54: EQUIPMENT LEGALITY/VERIFICATION

DEFINITION 1: If a Player is determined to be playing with illegal equipment, or if a Player doing so scores a goal, the goal will not be valid, only in the case of an illegal broom. All pieces of equipment must conform with Rules in Section I. All other pieces of equipment or modification of equipment is considered to be illegal. Any unsecured helmet after a warning has been given by an Official is considered illegal.

SANCTION: Minor Penalty, and removal/correction of illegal equipment.

DEFINITION 2: If a Player refuses to have a piece of equipment inspected by any Official.

SANCTION: Minor Penalty and Game Misconduct.

DEFINITION 3: Any Player playing with a broken broom.

SANCTION: Minor Penalty. Note: A Player playing with a broken broom must immediately drop all pieces of the boom and may not throw pieces at any time.

DEFINITION 4: Any Player in possession of more than one broom while on the ice.

SANCTION: Minor Penalty.

ARTICLE 55: ILLEGAL FACEOFF

DEFINITION 1: Any Player(s) who act illegally during a faceoff including executing a faceoff in an upward motion, and a Player whose actions lead to physical contact during said faceoff.

SANCTION: Minor Penalty. Note: Officials have the privilege to remove any Player from the faceoff circle.

ARTICLE 56: ILLEGAL REQUEST (DELAY OF GAME)

DEFINITION 1: Any Captain, Coach, or Player who requests a rule interpretation while in the box, or in an unprofessional manner, or in any way that delays the game.

SANCTION: Minor Penalty. Note: Abusive language towards an Official will be dealt with according to Article 8.
ARTICLE 57: BENCH UNSPORTSMANLIKE CONDUCT

DEFINITION: Any Captain or Coach who fails in their duty to maintain order on their team bench.

SANCTION: Bench Minor Penalty. Note: Abusive language towards an Official will be dealt with according to Article 8.

ARTICLE 58: UNSPORTSMANLIKE CONDUCT

DEFINITION 1: Any lack of respect towards opponents, Team Representatives, Spectators, Officials, or any other person.

SANCTION: Minor Penalty or Minor Penalty and Game Misconduct at the discretion of the Official(s). Note: See Article 8.

DEFINITION 2: If a Player or Team Representative already guilty of unsportsmanlike conduct persists in such behavior or seeks to provoke an opponent into incurring a penalty through the use of threats, abusive language or provocative gestures.

SANCTION: Game Misconduct.

DEFINITION 3: If a Player or any Team Representative makes use of gross gestures, deliberately spits on an opponent or Official, or takes parts in a physical altercation anywhere on or off the ice.

SANCTION: Game Misconduct.

DEFINITION 4: No alcoholic product, tobacco product, or illegal controlled substances are allowed on the team, penalty benches, or anywhere in the facility.

SANCTION: Game Misconduct.

DEFINITION 5: If a Player intentionally moves the ball away from the Official(s).

SANCTION: Minor Penalty.

DEFINITION 6: Any Player or Team Representative who by words or gestures argues a decision or shows contempt towards the Official(s).

SANCTION: Minor Penalty and Game Misconduct. Note: See Article 8.

DEFINITION 7: If the Official(s) is/are unable to identify the guilty party who committed said behavior, but can identify which bench the behavior originated from.

SANCTION: Bench Minor Penalty.
ARTICLE 59: THROWING AN OBJECT

DEFINITION 1: If a Player or Team Representative throws an object onto or off of the ice during a stoppage of play.

SANCTION: Minor Penalty or Bench Minor Penalty.

DEFINITION 2: If a Player on the ice throws a broom or part of a broom or any other object in the direction of a Player in possession of the ball.

SANCTION: Minor Penalty or Major Penalty at the discretion of the Official(s) if deemed to be flagrant or with intent to injure.

DEFINITION 3: If a Player on the ice throws a broom or part of a broom or any other object in the direction of a Player in possession of the ball on a breakaway, between the faceoff circles, with no one between the attacking Player and the Goaltender they are moving towards.

SANCTION: Penalty Shot.

DEFINITION 4: If a Player throws a broom to a teammate who has dropped or broken a broom.

SANCTION: Minor Penalty.

DEFINITION 5: If a Player or Team Representative throws any object at a Player who does not have possession of the ball, any Spectator, or any Official.

SANCTION: Major Penalty and Game Misconduct.

ARTICLE 60: INTERFERENCE

DEFINITIONS: The action of interfering with the advance of an opponent who is not in possession of the ball; the action of removing the broom from the hands of an opponent; the action of stopping an opponent who has dropped their broom from recovering the broom; making contact with the Goaltender while the Goaltender is in their crease unless the ball entered the crease first; generally not giving an opponent the chance to make a play for a ball (taking away that Player’s opportunity to do so).

SANCTION: Minor Penalty or Major Penalty and/or Game Misconduct at the discretion of the Official(s).

ARTICLE 61: HOLDING

DEFINITION 1: The act of holding an opponent with one’s hand, broom, or otherwise.

SANCTION: Minor Penalty or Major Penalty and/or Game Misconduct at the discretion of the Official(s).
DEFINITION 2: Holding a Player or that Player’s broom while said Player in possession of the ball on a breakaway, between the faceoff circles, with no one between the attacking Player and the Goaltender they are moving towards.

SANCTION: Penalty Shot.

ARTICLE 62: TRIPPING

DEFINITION 1: Any Player who places a knee, broom, foot, arm, hand, elbow, or other item in such a manner as to cause the opponent to fall to the ice or stumble.

SANCTION: Minor Penalty or Major Penalty and/or Game Misconduct at the discretion of the Official(s). NOTE: If contact is made with the ball first, and a trip occurs on the follow through, it will be at the discretion of the Official(s) whether or not to call this.

DEFINITION 2: Tripping a Player while said Player in possession of the ball on a breakaway, between the faceoff circles, with no one between the attacking Player and the Goaltender they are moving towards.

SANCTION: Penalty Shot.

ARTICLE 63: OBSTRUCTIVE TRIPPING/SLIDING

DEFINITION 1: Any deliberate fall or slide of a Player causing the opponent to fall.

SANCTION: Minor Penalty or Major Penalty and/or Game Misconduct at the discretion of the Official(s).

DEFINITION 2: If in the opinion of the Official(s), the obstructive trip was with the intent to injure.

SANCTION: Major Penalty and Game Misconduct.

ARTICLE 64: HOOKING

DEFINITION 1: The act of stopping or trying to stop the advance of an opponent by hooking the opponent with one’s broom or body.

SANCTION: Minor Penalty or Major Penalty and/or Game Misconduct at the discretion of the Official(s).

DEFINITION 2: If the infraction is committed against a Player while said Player in possession of the ball on a breakaway, between the faceoff circles, with no one between the attacking Player and the Goaltender they are moving towards.

SANCTION: Penalty Shot.
ARTICLE 65:  SLASHING

DEFINITION 1: The act of hitting or attempting to hit an opponent or an opponent’s broom with one’s own broom, held in one or both hands and hampers that Player’s progress, including but not limited to dislodging the broom from the non-guilty Player.

SANCTION: Minor Penalty or Major Penalty and/or Game Misconduct at the discretion of the Official(s).

SANCTION: Major Penalty and a Game Misconduct. This will be automatic for any slash that breaks any broom.

DEFINITION 2: If the infraction is committed against a Player while said Player in possession of the ball on a breakaway, between the faceoff circles, with no one between the attacking Player and the Goaltender they are moving towards.

SANCTION: Penalty Shot.

DEFINITION 3: If in the Official’s opinion there was deliberate attempt to injure an opponent.

SANCTION: Major Penalty and Game Misconduct.

ARTICLE 66:  KNEEING OR ELBOWING

DEFINITION 1: The action of hitting an opponent with one’s knee or elbow.

SANCTION: Minor Penalty or Major Penalty and/or Game Misconduct at the discretion of the Official(s).

DEFINITION 2: If in the Official’s opinion, there was deliberate attempt to injure an opponent.

SANCTION: Major Penalty and Game Misconduct.

ARTICLE 67:  CHARGING OR BODY CHECKING

DEFINITION 1: The action of hurling or throwing oneself upon your opponent, or assailing your opponent (NOTE: There is NO number of steps required to incur a body checking penalty, charging will be considered at least 3 deliberate steps towards an opponent, but is treated the same in this no-checking league).

SANCTION: Minor Penalty or Major Penalty and/or Game Misconduct at the discretion of the Official(s).

DEFINITION 2: If a Player charges an opponent from the rear.

SANCTION: Major Penalty and Game Misconduct.

DEFINITION 3: If the infraction is committed against a Player while said Player in possession of the ball on a breakaway, between the faceoff circles, with no one between the attacking Player and the Goaltender they are moving towards.

SANCTION: Penalty Shot.
DEFINITION 4: If in the opinion of the Official(s) there was deliberate attempt to injure the opponent.

SANCTION: Major Penalty and Game Misconduct.

ARTICLE 68: HITTING (CHECKING) FROM BEHIND

DEFINITION 1: The action of hitting or checking from behind while the opponent is unaware of the assailant’s position and there is no excessive force.

SANCTION: Minor Penalty or Double Minor Penalty.

DEFINITION 2: If the infraction is committed against a Player while said Player in possession of the ball on a breakaway, between the faceoff circles, with no one between the attacking Player and the Goaltender they are moving towards.

SANCTION: Penalty Shot.

DEFINITION 3: If in the opinion of the Official(s) there was deliberate intent to injure the opponent.

SANCTION: Major Penalty and Game Misconduct.

ARTICLE 69: CROSS CHECKING

DEFINITION 1: The act of making contact with an opponent with one’s broom while holding it with both hands apart on the handle or together on the handle with force.

SANCTION: Minor Penalty or Double Minor Penalty.

DEFINITION 2: If the infraction is done violently or occurs above the opponent’s normal shoulder height.

SANCTION: Major Penalty and Game Misconduct.

DEFINITION 3: If in the opinion of the Official(s) there was deliberate intent to injure the opponent.

SANCTION: Major Penalty and Game Misconduct.

ARTICLE 70: HIGH BROOM

DEFINITION 1: The act of checking or hitting an opponent above shoulder level with one’s broom.

SANCTION: Minor Penalty or Double Minor Penalty or Major Penalty and/or Game Misconduct at the discretion of the Official(s).

DEFINITION 2: The act of swinging one’s broom above one’s own shoulder level in a dangerous manner with an opponent in close proximity.

SANCTION: Minor Penalty or Double Minor Penalty.
DEFINITION 3: If in the opinion of the Official(s) there was deliberate intent to injure the opponent.

SANCTION: Major Penalty and Game Misconduct.

ARTICLE 71: BOARDING

DEFINITION 1: The action of maintaining body contact when checking an opponent into the boards and pinning that Player into the boards in finishing off the check, or checking a Player with excessive force when that Player is stationary against the boards.

SANCTION: Minor Penalty or Double Minor Penalty.

DEFINITION 2: If the infraction is done in a violent manner.

SANCTION: Major Penalty and Game Misconduct.

DEFINITION 3: If in the opinion of the Official(s) there was deliberate intent to injure the opponent.

SANCTION: Major Penalty and Game Misconduct.

DEFINITION 4: The action of checking from behind into the boards.

SANCTION: Major Penalty and Game Misconduct.

ARTICLE 72: INTIMIDATING AN OPPONENT (NON-HARASSMENT)

DEFINITION: Any Player who whirls their broom in the direction of an opponent without hitting that Player.

SANCTION: Minor Penalty.

ARTICLE 73: ROUGHING

DEFINITION 1: Any Player who in making contact with an opponent uses brutality, excessive force, pushes that Player away violently, or uses excessive physical aggressiveness on that opponent.

SANCTION: Minor Penalty or Double Minor Penalty or Major Penalty and/or Game Misconduct at the discretion of the Official(s).

DEFINITION 2: If a Player uses excessive roughness and/or checks an opponent with the hand or shoulder above that opponent’s shoulders.

SANCTION: Major Penalty and Game Misconduct.

DEFINITION 3: If in the opinion of the Official(s) there was deliberate intent to injure the opponent.

SANCTION: Major Penalty and Game Misconduct.

DEFINITION 4: If a Player grabs an opponent’s helmet or face mask in any manner.
SANCTION: Major Penalty and Game Misconduct.

ARTICLE 74: FIGHTING

GENERAL DEFINITION: The act of two or more Players throwing punches that make contact or getting into any physical altercation.

SANCTION: Major Penalty and Game Misconduct.

1. If it is determined that there is an obvious instigator in the fight, an additional minor penalty will be given to that Player.
2. When a Player enters into an existing fight, even if in the role of attempted peacemaker, they will also be given a Game Misconduct.
3. When a Goaltender leaves the crease, to engage in a fight, they will be given a Game Misconduct.
4. Any other Player(s) who comes onto the ice once a fight has begun, whether or not they become involved in the fight will be given Game Misconducts.
5. Any Player who, while fighting, kicks an opponent, headbutts, pulls hair, bites or scratches their opponent, will be given Game Misconducts.
6. Any fight by any Player(s) will precipitate the calling of RIT Public Safety.

ARTICLE 75: FIGHTING BETWEEN TEAMMATES

DEFINITION: When two or more Players on the same team fight with each other whether on or off the ice.

SANCTION: Game Misconduct for any Player involved.

ARTICLE 76: SPEARING AND BUTT-ENDING

DEFINITION: The act of hitting an opponent with either end of the broom.

SANCTION: Major Penalty. If severe, regardless of injury to the opponent, or, if in the opinion of the Official(s) there was intent to injure, a Game Misconduct will be given.

ARTICLE 77: GOALTENDER INTERFERENCE

GENERAL DEFINITION: This rule is based on the premise that an attacking Player’s position, whether inside or outside the crease, should not, by itself, determine whether a goal should be allowed or disallowed. In other words, goals scored while attacking Player(s) are standing in the crease may, in appropriate circumstances be allowed.

Goals should be disallowed only if: (1) an attacking Player, either by their positioning or by contact, impairs the Goaltender’s ability to move freely within their crease or defend their goal; or (2) an attacking Player initiates contact with a Goaltender, inside or outside of the goal crease that prevents the Goaltender from defending the goal.

For purposes of this rule, contact (whether incidental or otherwise) shall mean any contact that is made between or among a Goaltender and attacking Player(s), whether by means of a broom or any part of the body.
The overriding rationale of this rule is that a Goaltender should have the ability to move freely within the goal crease without being hindered by the actions of an attacking Player. If an attacking Player enters the goal crease and, by these actions, impairs the Goaltender’s ability to defend the goal either visually or physically, and a goal is scored, the goal will be disallowed. If an attacking Player has been pushed, shoved, or fouled by a defending Player and causes contact with the Goaltender, such contact will not be deemed contact initiated by the attacking Player for purposes of this rule, provided the attacking Player has made a reasonable effort to avoid such contact.

If a defending Player has been pushed, shoved, or fouled by an attacking Player so as to cause the defending Player to come into contact with the Goaltender, such contact shall be deemed contact initiated by the attacking Player for purposes of this rule, and if necessary a penalty assessed to the attacking Player and if a goal is scored it would be disallowed.

CONTACT INSIDE THE GOAL CREASE: If an attacking Player initiates contact with a Goaltender, incidental or otherwise, while the Goaltender is in the goal crease, and a goal is scored, the goal will be disallowed. If a Goaltender, in the act of establishing the position within their goal crease, initiates contact with an attacking Player who is in the goal crease, and this causes the impairment of the Goaltender’s ability to defend the goal, and a goal is scored, the goal shall be disallowed.

If, after any contact by a Goaltender who is attempting to establish position in the goal crease, the attacking Player does not immediately vacate the goal crease (i.e. give ground to the Goaltender), and a goal is scored, the goal will be disallowed.

If an attacking Player establishes position in the goal crease, and is physically or visually screening the Goaltender and impairing the ability to defend the goal, and a goal is scored, the goal will be disallowed.

CONTACT OUTSIDE THE GOAL CREASE: If an attacking Player initiates contact with a Goaltender, other than incidental contact, while the Goaltender is outside the goal crease, and a goal is scored, the goal will be disallowed. A Goaltender is not fair game just because they are outside the goal crease. The appropriate penalty should be assessed in every case where an attacking Player makes unnecessary contact with the Goaltender. However, incidental contact will be permitted when the Goaltender is in the act of playing the ball outside the goal crease provided the attacking Player has made a reasonable effort to avoid such contact.

When a Goaltender has played the ball outside of the crease and is then prevented from returning to their crease area due to the actions of an attacking Player, this may be penalized for Goaltender Interference. Similarly, the Goaltender may be penalized outside of the crease if the Goaltender interferes with an attacking Player that is attempting to play the ball or an opponent.

FACE-OFF LOCATION: Whenever the Official(s) stop play to disallow a goal as a result of contact with the Goaltender (incidental or otherwise), the resulting face-off shall take place at the nearest neutral zone faceoff spot outside the attacking zone of the offending team.

REBOUNDS AND LOOSE BALL: In a rebound situation, or where a Goaltender and attacking Player(s) are simultaneously attempting to play a loose ball, whether inside or outside the crease,
incidental contact with the Goaltender will be permitted, and any goal that is scored as a result will be allowed.

In the event that a Goaltender has been pushed into the net together with the ball by an attacking Player, the goal will be disallowed. If applicable, appropriate penalties will be assessed.

In the event that the ball is under a Player in or around the crease area (deliberately or otherwise), a goal cannot be scored by pushing this Player together with the ball into the goal. If applicable, the appropriate penalties will be assessed, including a Penalty Shot if deemed to be covered in the crease deliberately (see Rule 67 – Delaying the Game).

DEFINITION 1: If, in the opinion of the Official(s), an attacking Player initiates contact that physically prevents the Goaltender from defending the goal, the attacking Player may receive a penalty. This penalty may be enforced whether or not the Goaltender is inside or outside the goal crease and whether or not a goal is scored. The Official(s) should give significant consideration to the degree and nature of the contact with the Goaltender rather than to the exact location of the Goaltender at the time of the contact.

SANCTION: Minor Penalty or Major Penalty and/or Game Misconduct at the discretion of the Official(s).

ARTICLE 78: ATTEMPT TO INJURE OR DELIBERATELY INJURING

DEFINITION: Any Player who tries to injure or deliberately injures any Player, Team Representative, Official, or Spectator in any way whatsoever; Any Player using any part of their equipment as a weapon; Any Player who grips an opponent’s mask, helmet, or chinstrap using it as an advantage to inflict punishment.

SANCTION: Major Penalty and Game Misconduct.

ARTICLE 79: REFUSAL TO COMPLY

DEFINITION 1: Any Player who after being warned by the Official(s) refuses to comply with the Official’s directive(s).

SANCTION: Game Misconduct.

DEFINITION 2: When a Player, after being issued a penalty, refuses to go to the penalty bench and/or refuses to continue to go to the penalty bench.

SANCTION: Game Misconduct.

DEFINITION 3: If a Player enters into and remains in the Official’s crease at the penalty boxes.

SANCTION: Game Misconduct.
ARTICLE 80:  THREATENING OR MOLESTING AN OFFICIAL

DEFINITION: Any Player, Team Representative, or Spectator who before, during, or after a game tries to intimidate any Official, whether on or off the ice, through words, gestures or threats or who spits, molest, jostles the Official or interferes with the Official’s work.

SANCTION: All proceedings will be according to those laid out in Article 8.

ARTICLE 81:  ADDITIONAL PENALTY ISSUANCE

At the discretion of the Official(s), any Player, Coach, or Team Representative issued a penalty may receive additional penalty time based on the severity of the said offense; i.e.: a Minor Penalty can be changed to a Double Minor or Major Penalty, a Double Minor Penalty can be changed to a Major Penalty etc. Any penalty can be issued in addition to a Penalty Shot, provided the criteria of a Penalty Shot is met as well under the definition of that infraction.

ARTICLE 82:  RULES DISCLAIMER

Any decision or Rules inadvertently or unintentionally not covered in this Rulebook will be made by the On Ice Official(s) in the game currently in play. Such decisions shall be final.
SECTION VIII. RIT INTRAMURAL POLICIES

ARTICLE 83: OFFICIAL POLICIES

All RIT Intramural Policies can be found at: https://www.rit.edu/~w-criw/intramural-policies.php

It is expected that all Participants and Spectators have read and understand these agreements prior to entering the site of competition. Any Rules or Policies set forth directly by the RIT Intramurals Office take precedence over any item in this Rulebook.