

# RIT Intramural Broomball Rules Summary

NOTE: THIS IS NOT THE COMPLETE RULEBOOK

## DISCLAIMER

The Rules contained within this document and official 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 the entire Rulebook, and ignorance of the particular Rules not contained within this document does not excuse any Participant from being held to those standards. By agreeing to play, it is assumed Participants know and understand they must abide by these Rules.

## SUMMARY

This document 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.