

Princeton University Intramural Sports Broomball Rules



The Intramural Sports program is self-officiated by teams participating in league play. Teams are required to read and understand the rules prior to their first game of play. If participants have questions regarding the rules, the IM Supervisor will be present to clarify all rule interpretations, however they are not the referee for the game. Teams must call all penalties and infractions using the “honor system”. The rules listed below must be followed by all teams in order for the games to remain consistent for league play. IM Policies can be found at <http://campusrec.princeton.edu/intramural-sports>.

I. EQUIPMENT/UNIFORM

- a. All Players **MUST** present a Princeton University ID card in order to participate.
- b. Only Princeton University students, faculty, and staff members are eligible to participate.
- c. All players **MUST** wear sneakers and a helmet. Spikes or cleats are not allowed on the ice. It is strongly suggested that the following be purchased and worn:
 - i. Elbow pads
 - ii. Knee pads
 - iii. Shin guards
- d. Sticks, helmets and balls will be provided.
- e. Goalies will be required to wear: helmet, chest protector, shin pads. Optional equipment includes gloves and blockers.
- f. No equipment is to leave Baker Rink.
- g. Please Note – Supervisors will strongly enforce these rules and not allow anyone on the ice who is improperly equipped, including spectators!

II. NUMBER OF PLAYERS/GAME TIME/FORFEIT PENALTY

- a. Five players constitute a team (including goalie), must have a minimum of 4 to start a game. For CoRec, the ratio must be 3:2 when playing with 5 and 2:2 when playing with 4. Maximum of 1 substitute per gender.
- b. Games will be two 15-minute halves with 1-minute intermission.
- c. A team that fails to have 4 players within 10 minutes after the starting time will forfeit the game.
 - i. Note that playoff seeds will be based on a points system. Forfeiting a game will result in your team losing points. If a team forfeits **ONE** game, they will be removed from the league immediately.
 - ii. Players must participate in at least 1 regular season scheduled game in order to play in the playoff tournament.
 - iii. A Forfeit is when a team is scheduled and no one from the team arrives for their game. Each Forfeit costs a team \$25.00.
 - iv. A Default is when less than the minimum required for a legal team arrives, and both teams decide to scrimmage and use the time reserved for their game. Defaults only count as a loss for your record, and no money is charged to the team. However, a team with 2 defaults will be removed from the league immediately.

III. ELIGIBILITY

- a. All intramural eligibility rules apply in accordance with the Intramural Handbook.
- b. No current Ice Hockey varsity or junior varsity players are eligible to play.
- c. Players must play in at least **ONE** regular season scheduled game in order to be eligible for the playoffs.
- d. Each team is allowed a maximum of 2 sport club hockey or field hockey team members.
- e. Players are allowed to play for **ONE** CoRec team **ONLY** and for **ONE** Open team **ONLY!!**

IV. GENERAL RULES AND REGULATIONS

- a. A coin toss will determine which team has choice of end and can elect to shoot first or second in the event of a tie.
- b. **THERE IS ABSOLUTELY NO CHECKING!** The penalty in an ejection and a five (5) minute major penalty.
- c. Play begins with a Bully Face-off at the center of the ice with players in their defensive zone. A face-off at center ice also occurs after a goal is scored and at the beginning of each half. Any face-off requires all players not facing off to be at least six (6) feet from the face-off spot. A Bully Face-Off is taken by:
 - i. Place ball in the center between 2 players
 - ii. Players face each other in a way where each players defending goal is at their right.
 - iii. All remaining players must be six (6) feet away
 - iv. Both players start with sticks on the ground and to the right of the ball.
 - v. To start, both players tap their sticks together over the ball. At first tap, players are permitted to play the ball.
- d. The ball must be passed from player to player using the stick. There is **NO KICKING!** If kicked, an indirect shot will be awarded to opponent at spot of infraction.
- e. To score, ball must be hit with the broomball stick into the goal. No goal for a ball diverted into the goal by an offensive player's foot. The entire ball must cross the goal line.
- f. Players may not catch the ball. They may knock it down with their hand, but if this occurs, they must be the first to play it with their broom before it touches another team member. **No hand passes.**
- g. A broom may never be swung above waist height. This results in a minor violation-the ball being awarded to the opponent at the spot of the infraction for an indirect shot.
- h. A ball knocked out of play will be put back in play with a face-off at the nearest spot where the ball was last touched by a player.
- i. Players must play the ball, and not the body, at all times.
- j. Penalties will include tripping, interference, holding, kicking, high brooming, and throwing the broom. **Penalties are one minute long.** After each penalty, a face-off will result at the face-off circle nearest the spot of the penalty.
- k. If the ball is lifted above knee level, a face off will occur deep in the zone of the offender.
- l. Following an unsuccessful attempt at a goal, the goalie can roll the ball back into play as far as the half mark, but no further. Ball must be rolled into play, not thrown.

V. SUBSTITUTION

- a. Players may substitute during live ball situations providing the following conditions:
 - i. Players entering the game must wait until the player leaving is completely off the ice before entering
 - ii. Players leaving the ice must exit at the same place that the substitute is entering the ice
 - iii. Goalies must notify the opposing team captain when substituting

VI. GOALIES

- a. They may use a broom.
- b. They can use their hands and may catch and/or freeze the ball as long as some part of their body is in the crease. If completely out of the crease and ball is frozen, an indirect shot is awarded to the opponent at the spot of the infraction.
- c. A goalie in possession of the ball has five (5) seconds to get rid of it. Opponents must back off enough to allow the goalie to pass the ball.
- d. The goalie may not roll or throw the ball outside their half of the ice. If this occurs, possession of the ball will be given to the opponent at center ice for an indirect shot.
- e. A goalie leaving the crease loses all goalie privileges.
- f. Goalie may not use goalie thigh/shin pads, but may wear a softball glove and dress similar to other players. A helmet/mask is required and will be provided.

- g. The goalie may be pulled or put back into goal at any time, as long as the opposing captain has been notified.
- h. No player (offensive or defensive), except the goalie, is allowed in the crease area. A goal scored by an offensive player in the crease is disallowed, unless the player was pushed by a defensive player into the crease. A defensive player, other than the goalie stopping the ball in the crease, will be penalized by awarding a penalty shot to the opponent. The goal crease is a four (4) foot radius making a half-circle and extends from the center point of the goal line in front of the goal.

VII. PENALTY SHOTS

- a. Penalty shots occur if a player throws a broom at a person on a breakaway or checks this person from behind. They also occur if a defensive player other than the goalie freezes the ball in the crease.
- b. A player must maintain forward progress during a penalty shot. He/she may only hit the ball once during the actual shot.

VIII. STOPPAGE OF PLAY

- a. Player uses their hands to direct ball to teammate.
- b. Opposing players tie up the ball along the boards.
- c. Goalie hangs onto the ball after a shot.
- d. Offensive player in the goalie crease.

IX. TIE GAMES – ONLY DURING PLAYOFFS

- a. Five (5) players from each team will attempt a penalty shot from the designated penalty area (five yards in front of goal line).
- b. A player from the first team will shoot. A player from the second team will shoot.
- c. If the game is still tied, after all players have shot, the shootout procedure will continue in sudden death fashion.

X. SHOOTOUT RULES

- a. Goalies can take shootout shots.
- b. Every player on a team that is signed in must shoot before any player can shoot a second time.
- c. No player in the penalty box at the end of regulation may participate in the shootout.
- d. Shootout and penalty shots will be taken from five (5) yards in front of the goal line with all other players behind and away from the shooter, except the goalie.
- e. At the IM Supervisor's signal, the shooter may take the shot from the spot. A shootout or penalty shot may only be contacted once by the shooter, no rebounds.
- f. There is no faking on penalty shots. If done, goal will not count and no retry is awarded.
- g. The backward and forward arc of the stick during the swing of his/her shot must be kept below the waist. If in violation, the shot is no good and no retry.
- h. The goalie must remain in the crease until the ball is touched. The goalie may not throw his stick or glove. A goal shall be scored if he/she is in violation whether the shot is good.
- i. If, during a penalty shot, any player on the opposing team causes a distraction or interference, a second penalty shot attempt shall be awarded (provided the first attempt was unsuccessful) and a misconduct penalty will be given.
- j. If a penalty shot is awarded during the game, the following provisions apply:
 - i. If a goal is scored off a penalty shot, play will resume with a face-off at center ice.
 - ii. If the penalty shot is unsuccessful, there will be a face-off at the nearest face-off circle.
 - iii. The fouled player must take the penalty shot, unless he/she is physically incapable of doing so. In such case, the captain will choose from a participating player on the ice.