**Statement of Risk**: Please be aware that participation in intramural sports involves a risk of injury. Individuals are encouraged to have a physical examination and obtain adequate medical insurance prior to participation. Individuals participate in intramural activities at their own risk. Since participation is completely voluntary, injuries and their resulting costs are the responsibility of the participant. Iowa State University assumes no responsibility for injuries received during Intramural sports activities.

**BROOMBALL - GENERAL RULES**

I. **EQUIPMENT and ELIGIBILITY**:  
   A. Helmets, broomballs, pull-over jerseys, and brooms will be provided by Recreation Services. Shirts must be worn under the pull-over jerseys. Fall 2015 ISU students who have paid their activity fees are eligible to participate. Fall 2015 and Annual 2015-16 Rec Pass Holders may also participate in the Intramural Program. All participants should have a [current and valid ISUCard](#). (See website for details on fees). Any lost, stolen, or broken equipment must be returned or paid for by the team.

   B. Players may bring their own helmets – but they must be HECC certified helmets with full face protection—cage or shield. If a helmet comes off, play should be stopped. Players might want to bring stocking hats for a better fit if helmet is too large.

   C. **Footwear**: rubber soled tennis/basketball/running type shoes are recommended. No spikes, cleats, heavy boots, or similar footwear is allowed. **Shoes must be clean**. Dirt and mud are extremely bad for the ice. (Commercially produced broomball shoes are NOT legal in Intramural Broomball).

   D. Players can furnish their own brooms if they are commercially produced for broomball. There are no length requirements. Brooms must have a taped or plastic safety knob a minimum of 1/4 inch in thickness attached to the end of the handle. If a broom breaks during play, drop the broken broom immediately and wait for the official's whistle to replace it. If the goalie chooses to use a broom – they must have possession of it – the broom cannot be placed on top of the goal.

   E. The goalie must wear the black/green mesh jersey to differentiate him/her from the other players.

   F. Gloves, shin pads, elbow pads, knee pads and mouthpiece are optional, but recommended. If you have shin pads, they must be worn under clothing. Goalie pads/leggings are not allowed. Hand protection is limited to the use of mittens/winter gloves. **Sports gloves with padding like hockey, broomball, lacrosse, etc. – are not allowed.** Goalies may wear form fitting gloves (ie. batting, racquetball, cold weather); goalie may not wear a glove with pockets (ie. hockey catch or baseball glove).

   G. All jewelry must be removed.

   **H. SHORTS are NOT ALLOWED** and legs must be covered with tights or pants. It is too easy to scrape or cut the knees/legs on the ice if legs are not covered. If a player is bleeding then they are not allowed to play….and more importantly -- cleaning the blood off of the ice takes away playing time – when halves are only 10 min. long and the clock does not stop. This type of delay would put all games that follow - behind for the entire evening.
II. TIME REQUIREMENTS

A. Games will consist of two **10 minute** halves, running clock. No time outs. There will be a 1-minute half time.

B. Late penalty - If a team is not ready to start by the scheduled time, the clock shall start as usual for that period. The team that is on time will be awarded one penalty shot at half time. **Forfeit time will be 5 minutes after game time.** Always try to arrive early for your game.

III. PLAYERS/SUBSTITUTES/DIVISIONS:

A. Five (5) players on the ice. You may have as many players on your team as you so desire….but only **10 (Ten) may be on the bench for each game.** Individuals may play for **one team** only. **Co-Ed Broomball (Spring): maximum of 2 males and 2 females on the ice and goalie can be of either sex.** Minimum: 3 players and both genders must be represented to start a game. If a player/s are in the penalty box and only one gender is on the ice – that is okay.

B. Substitution is permitted at any time. As soon as the departing player is off the ice, the substituting player may enter on to the ice. **If a player goes off the ice to the penalty box – a sub may not go in for them until their penalty time is up.**

C. Current ISU men’s and women’s varsity hockey club players must play in Class C **(Competitive)** – only one per team. **Competitive** teams may have two ISU hockey club JV/former hockey club/former intercollegiate hockey players on their roster. If a **Competitive (C)** team has a varsity hockey player that counts as one of their 2 restricted players. **Class R - Recreational** teams may not have any restricted players. Any exceptions to this rule must be approved by the sport director.

D. **Independent Women** – any combination of off-campus, sorority, or residence hall women **Residence Hall Women** – at least half of the team must live in the same Residence Hall house **Independent Open** – any combination of off-campus, residence hall, or greek men/women **Fraternity** – at least half of the team must be affiliated with the same fraternity **Residence Hall Men** – at least half of the team must live in the same Residence Hall house

   • Note: Frederiksen Court residents are considered as Independent/Off-campus

IV. SCORING/TIES

A. The ball must be directed into the goal by a broom. (Can still be a goal if the ball is directed by a broom and then deflects off a player's person or equipment.) It is not a goal if the ball hits an official and goes directly into the net.

B. The entire ball must go over the goal line in order to be a goal.
C. Tie games will be settled by sudden death overtime play (two minute time limit). Teams shall be reduced to three players with no goalkeeper. Players who were serving a penalty when regulation time expired may not be on the ice for the sudden death overtime period…if the game goes to a shoot-out those players may participate. All teams may have 3 players on the ice for the sudden death period – even though they may have been playing short at the end of regulation. The overtime period will start with a face-off. No player may be in the goal crease. If the game is still tied after the overtime period, it will be decided by three penalty shots (shots taken by 3 different players). If a team did not have a goalie during the regulation play, they may still designate one for the shoot-offs. Any person on the team may be designated overtime goalie. Once a goalie is designated he/she must remain the goalie for the entire shoot-out unless he/she is injured. The designated overtime goalie cannot be one of the shooters. If a game is still tied, teams will alternate penalty shots until one team makes it and the other team misses…continue to rotate 3 shooters. In Co-Ed overtime and shoot-offs – both genders must be represented…..so 2 men and 1 woman….or 2 women and 1 man.

PENALTY SHOTS: The ball will be placed at the 5 yard mark and the shot is taken from there. Once the official whistles the ball ready for play, the player has 5 seconds to make the shot. The ball may not be hit twice in a shot attempt. No fake shots. The goalie must keep his/her feet or knees on the goal line until the ball is hit. Penalty shots awarded at half time or end of game.

V. PLAYING RULES

A. NO OFFSIDES CALLED. NO ICING CALLED.

B. The ball may be stopped by any part of the body, but not carried or held. It can't be kick-passed or hand-passed to a teammate. The ball may be batted with an open hand but not directed to a teammate. The ball may not be batted or kicked twice in succession to oneself. Turnover.

C. Goalkeeper Play of the Ball: within the privileged area (an imaginary line the width of the two face off dots that extends 10 feet in front of the goal and behind the goal to the boards) the goalie in stopping the ball may catch, trap, cover, block or bat it with their hands, feet or broom in any direction. (No Kicking) In clearing the ball, the goalkeeper has five seconds to pick up the ball and throw it toward the nearest end of the rink (behind him/her). Only the goalie may play the ball with his/her broom at any height. Goalies cannot “high stick” in the act of shooting the ball. It is optional for a goalie to use a broom. If the goalie uses a broom it must be in their possession – not behind them in the goal or on top of the goal net.

Only the goalie has goalie privileges. If the goalie goes outside the privileged area…no player has goalie privileges and the goalie becomes a regular player. A substitution for goalie can only be made at half-time. If a goalie becomes injured, the clock will stop and a substitute will take their place for the remainder of the half.

D. No body checking is allowed. This includes: pushing, shoving, elbowing, holding, charging, jumping at or playing the body in any other manner. Penalty: minor (A flagrant body check may result in a major penalty and disqualification from the game and suspension from Intramurals)

E. The ball shall be put in into play by a pass back at the start of each half and after any turnover. The pass back will be at center ice for the start of halves. The officials will determine which team starts the game with the ball – and teams will alternate for the 2nd half. Pass backs for turnovers will be put into play near where the turnover occurred. On the pass back the broom shall be used to pass the ball backwards. All players must be on-side until the ball is contacted by the offensive player. The defense may not be closer than 5 feet to a “parallel line through the ball”. The official shall blow the whistle to indicate the ball is “ready for play”.

3
Turnovers -
1. Player commits a foul
2. Ball leaves rink
3. Ball enters goal net, but the goal is not allowed
4. The goalkeeper holds the ball longer than 5 seconds

The team last on Offense shall be awarded a pass back near spot if:
A. Both teams commit simultaneous fouls
B. Ball leaves rink...simultaneously touched by both opponents.
C. Ball becomes lodged in the outside of the goal net or the divider net.
D. If play is stopped for an injury.
E. Play of the ball is stalled by opposing players.

F. If the ball is in the air it may not be played or attempted to be played by the broom. A turnover will result.

G. The broom can only go to shoulder level on a pass or shot…this includes the backswing and the follow-through. This is called a “high stick” and will result in a turnover.

H. **Net between the rinks** - Players should stay in control near the divider net to avoid running or sliding into it. A player who charges into the divider net will receive a minor penalty. The reason for this rule: a damaged net could lead to the cancellation of Intramural broomball.

I. **Goal Crease** - The 6 foot semicircle in front of the goal. If an offensive player is in the crease when his/her team is attacking the goal it is a turnover. If a defensive player is in the crease when the opponent is attacking the goal it is a minor penalty. A player is considered to be in the crease if any part of the person or broom is in the crease or in the air over the perpendicular extension of the crease line. **If an offensive player scores a goal and his/her momentum carries them into the crease, the goal will be disallowed.**

J. A player may go down on one or both knees to play the ball or block a shot as long as he/she does not make contact with an opponent. **No diving, rolling, sliding type of body block** (leaving his/her feet) to play a ball or block a shot. (exception: goalkeeper) Penalty-Minor.
If by defending player other than the goalie in the goal crease. Penalty-Penalty Shot.

VI. **PENALTIES**

A. **Minor** penalty - **2 minutes** and a pass-back awarded to the offended team. A player called for a minor penalty must sit out the entire two minutes.

1. Too many players on the ice/co-rec – too many of one gender on the ice
2. Sub taking the ice before departing player is off
3. Withholding an opponents broom (kick, push, hold, slash or knock)
4. Defensive player in the crease during an opponent attack on goal
5. Diving or sliding type of body block (leaving his/her feet) to play the ball or block a shot.
6. Illegal equipment
7. Charging into the divider net.
8. Personal Fouls - no body checks (pushing, shoving, elbowing, charging, jumping at or playing the body in any other manner). **Swinging broom with unnecessary force without regard to other player’s safety.** Tripping, slashing or hooking. **If flagrant, Major.**
B. **Major penalty - 4 minutes** and a pass-back awarded to the offended team. A player called for a major penalty must sit out the entire four minutes.

1. Throwing the broom or helmet
2. Injury caused by use of broom
3. Interfering with goalie (charging into, roughing, or any foul against goalie in the crease)
4. Refusal to obey an official
5. Flagrant personal fouls
6. Unsportsmanlike conduct. (Disrespect for an official, foul or abusive language or gestures, taunting or intimidating an opponent, gestures, waving or banging brooms on the ice or boards.) A team may receive a penalty for their fans unsportsmanlike behavior.
7. Delay of game caused by arguing or stalling by the team ahead in the score with the obvious intent to stall the remainder of the game. On the discretion of the supervisor, the clock may be stopped. Captain selects player to serve the penalty.

C. **Penalty Shots** - taken from the 5 yard line at half-time or the end of the game.

1. A defending player other than the goalie traps or covers a ball in the goal crease.
2. An offensive player has an obvious breakaway when defensive player catches up to offensive player and fouls him/her. (If a goal is scored - no penalty shot is awarded)

**Note:** If an infraction occurs which calls for a penalty shot the offended team has the option of accepting a minor penalty instead of the penalty shot.

VII. PLAYER CONDUCT

A. Ejection from a game results in immediate suspension of that player from all intramural sports until he/she meets with the coordinator of the sport.

B. The officials and supervisors have authority both during and after the game. Unsportsmanlike conduct during any of these times is unacceptable.

C. No alcohol or tobacco products are allowed in the ice arena.

D. Taunting and belligerent talk—The captain is responsible for controlling his/her players and fans. Problem players may be given a penalty for unsportsmanlike conduct for this offense. A team may receive a penalty for their fans unsportsmanlike behavior. Under severe circumstances the player may be ejected from the game and must leave the building or rink area. Failure to control belligerent players/fans may also result in forfeiture of that contest. This includes verbal abuse from the bench.

E. Any players involved in pushing or shoving outside of normal game contact will be ejected from the game. This will call for immediate suspension from all intramural activity until they meet with the coordinator of the sport. (Minimum suspension of that game and one additional game.)

F. If several players are involved in a problem situation, the game may be forfeited during that time. The team that is the aggressor will forfeit the game. Additional disciplinary action may also be taken.

G. Only player personnel and Intramural Officials are allowed on the bench side in the Ice Center. Wait for players in the two games before yours to clear out before entering the bench area.
VIII. REFEREES

Remember….the referees are students and they will do their best to uphold the rules. Without them, the Intramural Program would not be able to offer this sport!

IX. SPORTSMANSHIP

Teams will be rated on their sportsmanship for each game. The supervisor will award an A, B or C. A = Good, B = Okay, C = Poor. If a team receives 2 "C" ratings, they eliminate themselves from competition. There are no automatic “C” ratings for behavior---it is up to the discretion of the IM supervisor. Your team is responsible for the behavior of your players and fans.

Photographs: Photographs and videos of activities may be taken and used to promote our activities. Please contact the Intramural Sports Program if you are opposed to having your picture/image/voice used for Intramural Program marketing and advertising purposes.

Nondiscrimination: Iowa State University does not discriminate on the basis of race, color, age, ethnicity, religion, national origin, pregnancy, sexual orientation, gender identity, genetic information, sex, marital status, disability, or status as a U.S. veteran. Inquiries can be directed to the Director of the Office of Equal Opportunity, 3350 Beardshear Hall, (515) 294-7612.

QUESTIONS / CONCERNS / SUGGESTIONS: Contact the Sport Director: Linda Marticke  294-3234  
Ikmarti@iastate.edu
2127 Beyer Hall