



2016-2017

IRHC Broomball Rulebook

www.broomball.mtu.edu



IRHC BROOMBALL RULEBOOK

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IMPORTANT DATES:

October 16th, 2016	7:00 PM	Captains Meeting – DOW 641*
October 17th, 2016	7:00 PM	Captains Meeting - FISHER 139*
October 23th, 2016	11:59 PM	Registration Opens
October 26th, 2016	11:59 PM	Registration Closes
November 9th, 2016	11:59 PM	1 st Round Team Payment due to Cashier's Office or Online**
December 1st, 2016	12:01 AM	Online Roster Changes Open
January 10th, 2017	5:00 PM	Season Begins – Ball Drop
January 11th, 2017	10:00 PM	Online Roster Change Closed
February 8rd, 2017		Skills Competition and All-Star Game

*See "Captains Meeting" for full information

**See "Payments" for full information



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APPLICATION PROCEDURE AND GAME SCHEDULES:

Captains Meetings:

A representative from a prospective team must attend one of the Captains Meetings on Sunday, October 16, 2016 at 7:00 PM in DOW 641 or Monday, October 17, 2016, at 7:00 PM in Fisher 139. Rule revisions, registration information, season information, and general questions will be discussed. This is mandatory for **ALL** teams intending to register. There are two meetings for team convenience; failure to attend one of these meetings will **eliminate** your team. **Doors close at 7:00 PM**. There is no late admittance. IRHC Broomball will be using attendees' Tech Express ID in order to take attendance. You must have your Tech Express ID in order to be considered present. **NO** exceptions.

Applying for a Team:

A representative from a prospective team must collect team information prior to registering their team online during the open registration period. The person who registers the Broomball team is the default team captain. This person is required to be the team's contact with IRHC Broomball via email and ensure someone is present at the Captains Meeting. The information required for registration includes:

- Team name and league of residency (McNair, DHH & Apartments, West Wads, East Wads, Women's, Off-Campus, or Non-Competitive Off-Campus)
- Player's email address (e.g. player@mtu.edu)
- The quantity of broomballs, if desired (\$20 each).

Then, during open registration, the team representative must go to the IRHC Broomball website (www.broomball.mtu.edu) and follow the directions to register their team. Signing up for a team is on a first-come, first-serve basis.

Broomball Registration:

Registration should be conducted by the team captain through the registration page on the Broomball Website (www.broomball.mtu.edu). Registration opens on **October 23, 2016 at 11:59 PM** for all teams. A registration link will be placed on the Broomball website.

Registration closes on October 26, 2016 at 11:59 PM. All leagues will fill on a first-come, first-serve basis.

Officially Supported Web Browsers

- Mozilla Firefox Version 2 and higher on Windows XP and later, and on Mac OS X 10.4 and higher
- Safari Version 3.1 and higher on Windows XP and later, and on Mac OS X 10.4 and higher
- Google Chrome Version 14 and higher on Windows XP and later, and on Mac OS X 10.4 and higher



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Notification:

After signing up during the registration period, the team captain will receive a confirmation email that their roster was received. On November 9, 2016, a notification email will be sent stating what league the team was placed or if the team is on the waiting list. If your team is placed in a league the captain will receive an invoice for the team.

Payments:

After an invoice (e.g. team payment, practice rink, fines, etc) is issued, it is to be paid online, via Banweb (www.banweb.mtu.edu under “Other Payments”) or taken to the cashier’s office (located on the ground floor of the Administration Building). If paying with a check, make payable to Michigan Technological University. **A printed copy of the invoice and separate Broomball Form is required if paying at the cashier’s office.**

Payments for the initial round of team invoices must be paid and received on November 14, 2016 by 11:59 PM. Do not make payment for your team until an invoice is received. Any team on the wait list that is later placed in a league will be notified of the payment deadline at that time. Team invoices **must be paid in full (lump sum)** by any member of the team.

Players added during the roster change time frame will be issued a separate invoice, and are to pay on an individual basis by 11:59 PM on the day prior to playing in their first game.

Player fines are to be paid on an individual basis by 11:59 PM on the day prior to the next game they participate in.

Roster Changes:

Roster changes can be made online starting December 1st, 2016 at 12:01 AM and ending January 11th, 2017 at 10:00 PM. During this time period roster changes are available to the team captain.

For a player addition, the captain will need to enter the new player’s email address (e.g. player@mtu.edu). The added player must make their necessary payment and sign the electronic waiver by 11:59 PM on the day prior to the player’s first game with the team. Until the payment is received and the waiver is signed, the player is listed as an illegal player.

For a player drop, the captain will need to remove the player from the roster. There is **no refund** for dropped players. Players may be added to a vacated position on a team for no additional cost (i.e. the captain can drop one player and then add one player for no additional cost).

Roster modifications are not permitted if it compromises the team’s eligibility for a league.

Waivers:

After a team becomes an “active team” each player on a team will receive an email containing a link. The player will be directed to a website in which they will use their ISO to log in. The



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player will then read the waiver and sign it electronically by selecting the required check boxes and clicking accept. The team captain will have access to a list that displays who on their team has electronically signed their waiver. Until the waiver is signed, the player is not considered a legal player. A player must have signed their waiver by 11:59 PM on the day prior to their next game to be considered legal to play. **NO paper waivers will be accepted by league heads or referees.**

Scheduling/Rescheduling:

Rescheduling requests must be for a legitimate reason (a regularly scheduled class or exam during the game that cuts the team roster below the minimum of five to play) and be submitted online for review by the Vice Chair no less than 96 hours before the game in question. Once a request is submitted, the opposing team captain has 72 hours to respond to the request before the Vice Chair automatically reschedules the game. The captains of the involved teams must both agree to reschedule the game (unless there are extenuating circumstances or no response is heard from the opposing captain). The Vice Chair will make the final decision on all rescheduling matters. The captains of the teams in question will be notified via email whenever a game is rescheduled or a rescheduling request is made.

Any rescheduling slots that are not used by the 96 hour deadline are converted to practice slots. These can be reserved on the Broomball website on a first come, first serve basis. See "Practice Rink Rulebook" for additional details from the Broomball website.

The IRHC Broomball Committee reserves the right to deny any rescheduling requests.

Cancellations:

Due to weather/rink conditions, IRHC Broomball reserves the right to cancel games. These games will be rescheduled for a later date, if possible. Please watch the Broomball website and email for notifications of cancelled games. Games may be cancelled at the last minute to allow for the maximum amount of games to be played while preserving the ice as much as possible.



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LEAGUES:

There are currently 7 leagues within Broomball; East Wads, West Wads, McNair, DHH & Apartments, Competitive Off-Campus, Non-Competitive Off-Campus, and Women's. All leagues are considered co-ed, except for the Women's League, which only allows women.

Residency requirements:

A resident is a person with an address that matches that resident's league, i.e. a person living in East Wads would be considered a resident of the East Wads league. A non-resident is a person whose address does not match the registered league, is a fall co-op, or a study abroad student.

Off-Campus League Clarification:

If a player is in the non-competitive off-campus league, they cannot also be in the competitive off-campus league. There must be a minimum of 5 off-campus players on the team, and no more than 5 on-campus residents.

TEAM REQUIREMENTS:

Participation Guidelines:

A participant must be a current, active Michigan Tech student (i.e. a student currently enrolled in classes), faculty, or full time staff member. (Recent graduates who are working 40 hours for the university their first semester after graduation are NOT considered full time staff.) Students planning to be active for the spring semester only (e.g. fall Co-op or Study Abroad) may be added to the team roster only when they become listed as a current active Michigan Tech student. These students are considered as off-campus for residency purposes.

Legal Player:

A legal player will be considered any player meeting ALL of the following requirements. If the player does not fulfill all of these requirements, he/she will be considered an illegal player.

- The player fulfills the residency requirements
- The player does not have any unpaid fines levied against him/her
- The player is not currently suspended for a game, season misconduct, or permanent ban
- The player has their waiver signed
- **The player is not awaiting a hearing by the IRHC Broomball Judicial Board, IRHC Broomball Committee, or IRHC**

Roster Requirements:

For a team to be considered eligible, its' official roster must contain all of the following:

- Designated team captain
- Team member who attended the Captains Meeting
- A minimum of six players



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- A minimum of five players whose residency matches that of the associated league
- A maximum of five non-residents
- No players participating on another team in the same league
- No players participating on more than two teams
- No two teams may have more than **three** players in common

Residency:

Residency for a team is set on October 11th, 2016. A player's residency is defined as follows:

- A player living in East and West McNair is a resident of the McNair League.
- A player living in Douglass Houghton Hall, Daniel Heights, Hillside Apartment Building, Vivian House, or Ruppe House is a resident of the DHH and Apartments League.
- A player living in West Wadsworth Hall is a resident of the West Wads League.
- A player living in East Wadsworth Hall is a resident of the East Wads League.
- A player living in North Wadsworth Hall is a resident of the East Wads League.
- A player living off-campus is a resident of the Off-Campus League.
- A player living in Franklin Square Inn is a resident of the DHH & Apartments League.

Any player that is playing in a league that does not correspond with his/her residency is considered a non-resident. (e.g. a player from McNair is a West Wads League non-resident)

A female player has double residency. An on-campus female player is a resident of both her residence hall and the Women's League. An off-campus female player is a resident of both the Off-Campus League and the Women's League. The Women's League is restricted to only female players. Non-Competitive Off-Campus teams must meet Off-Campus residency requirements.

Teams are placed in one of the seven leagues by team preference/residency. Final placement may be different from team preference/residency based on league capacities. League changes will not be made once scheduling is complete.

Team Name, Jersey Design, Players' Printed Names:

A team's jersey/uniform design, **players' printed names**, and team slogan must follow the guidelines set forth by Michigan Technological University:

- **NO** obscene or vulgar language
- **NO** reference to alcohol and other drugs
- **NO** discriminatory references (race, religion, color, national origin, age, sex, sexual orientation, height, weight, marital status, disabled, veteran, etc.)

Any team in violation of any of the team name requirements will be asked to change their team name. Should a team be unable to provide an acceptable alternative to their initial team name, the



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IRHC Broomball Committee will select a generic team name. Names selected by the IRHC Broomball Committee are final.

Any jerseys, printed player names, and/or team slogan deemed unfit by the IRHC Broomball Committee for use in game play are not allowed on the ice or on the violating team's bench. It is highly encouraged that the Broomball Committee, prior to printing, approves the jersey design.

IRHC Broomball is not responsible for name content, inappropriate jerseys, or jersey content. If you find a jersey offensive, please report it to an IRHC Broomball referee or email a committee member so that appropriate actions can be taken.



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EQUIPMENT STANDARDS:

Broom:

A corn broom with a wooden handle is the only broom type allowed. Only the broom's original handle may be attached to the original broom head. A minimum of six inches of bristle must extend from the bottom of the coils (The six inches mark will be measured from the bottom of the coils to the shortest part of the bristles). Tape is the only foreign material allowed on a broom; however, the use of clear duct tape will not be allowed. Excessive taping, which prevents the flexing of any part of the broom head, will not be allowed. The external metal rings and strings put on by the manufacturer **MUST BE REMOVED**, but do not remove the coils. The broom's head **MUST RETAIN ITS GENERAL SHAPE AND SLANT** of the broom and must not exceed 30 degrees from the axis of the broom handle. **ABSOLUTELY** no bristles are allowed to be exposed. No scoop, lacrosse, or hockey stick style brooms will be allowed. Specifications are enforced at discretion of the referees. Please refer to the "Stick Making Guide" and "Stick Designs to Avoid" downloads available on the Broomball website for further information.

Allowed Protective Equipment:

A properly fitting hockey or lacrosse helmet with facemask is required at all times for players on the ice. Players may use a personal helmet with a facemask. Helmets are required to meet HECC certification. IRHC Broomball will provide helmets for use in the size range of large and extra-large with various in-between size adjustments. If an individual cannot find a properly fitting helmet, they are strongly encouraged to purchase one that fits. There may not be enough helmets for everyone on a large-sized team.

Close-toed shoes are required in order to play. Hockey gloves, shin pads, hockey pants, kneepads, and elbow pads are allowed and strongly recommended for safety. Hockey shoulder pads and chest protectors are not permitted to be worn by any player. Goalies are permitted to use baseball chest protectors along with baseball, softball, and regular hockey gloves.

Illegal Equipment:

Shoulder pads and chest protectors are **not** allowed for any player. Official Broomball shoes or shoes that are specifically designed to give extra traction (grip) are not allowed. Cleats, spiked shoes, and five-finger style shoes are not allowed. Hockey goalie pads (shoulder pads, chest protectors, leg pads, blockers, and goalie catchers' gloves) are not allowed. Goalies are not allowed to wear any equipment or clothing that covers the five-hole. Any equipment that may put another player in danger is not allowed. The referees before the beginning of the game will conduct a check for illegal equipment.

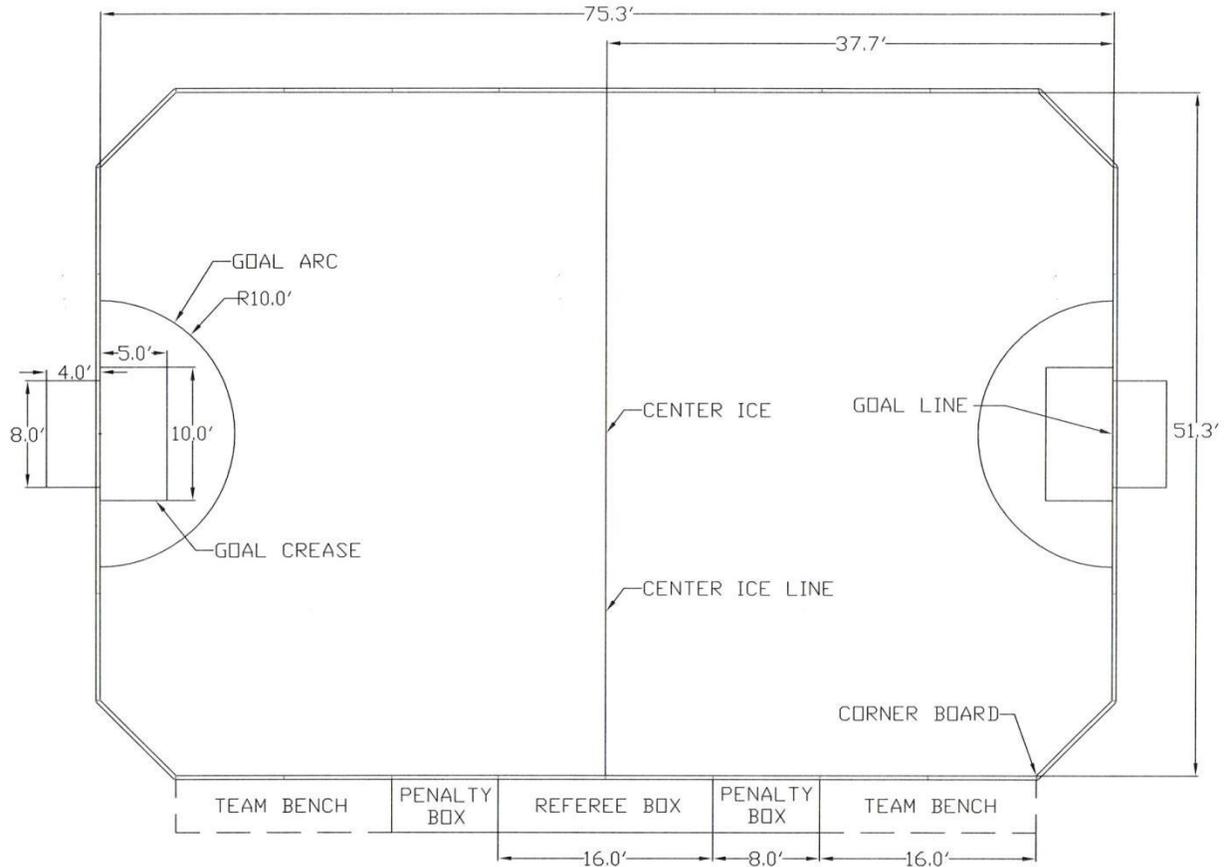


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THE RINK:

The highlights of the rink are shown below with a labeled diagram of the rink:



The center ice line, goal arc, and goal crease lines are crepe paper and are put in the ice as needed during the season. At times of warm weather, the sun deteriorates the ice where the lines are and the lines may become torn up. Additionally, as the ice layers build up, the lines may become less visible. Should game play occur with none or poorly-visible lines, their location will be estimated by the referees and enforced at the referees' discretion.

During periods of heavy snow, the referees are only responsible for clearing snow off of the lines.

Smoking is **NOT** permitted on the campus of Michigan Technological University, including the Broomball rinks.

Please report any issues with the rink boards or the ice conditions to the Rink Manager (bbrink@mtu.edu) for attention or repair.



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THE GAME:

Referees:

There will be three referees per broomball game: two referees on the ice and one keeping time and game statistics. All referees can equally call penalties and goals. The referees may call timeouts at any time. A game must have at least two referees to begin; any game with only one referee will be rescheduled for a later date.

Team Requirements:

Each team must have at least five players at the start of the game. **Players must have a valid Michigan Tech ID.** A team is allowed six players on the ice at a time during game play, including the goalie.

Forfeit:

At five-minutes after the scheduled start of the game, if a team cannot provide five players, they will forfeit the game. A forfeit victory results in a X-0 score in the standings, where X is the average amount of goals scored by the non-forfeiting team at the end of the season.

Pre-Game Procedures:

Photo ID Check-in and Helmet Retrieval: The captain of each team will collect Tech ID's from each player and hand them to a referee at pre-game check in. The ref will perform a face check and keep the ID's if a player checks a helmet or jersey out. Once the face check has been performed, players may take an IRHC Broomball helmet if needed, and must notify the box ref before taking the helmet. Players who use an IRHC Broomball helmet will be marked on the game sheet. Missing helmets at the end of the shift will be recorded and are fineable to the team captain. At the end of the game, helmets will be counted. Any player who arrives after the start of the game must wait until half time or a timeout to check-in.

Broom Check: The referees will conduct a broom check to ensure all brooms are in compliance with IRHC Broomball Equipment Standards. Referees are not responsible for the integrity of your brooms. At any time during the game, brooms deemed unfit for play will be confiscated and may not be returned. The broom will not be returned if it is not fixable. The following are examples of unfixable brooms; brooms that are broken, do not meet the 6 inch requirement, have a replaced handle, and have no coils. If there is any question regarding legality of a broom, ask the referees for a pre-check of your broom before the official broom check.

Shoe Check: The referees will conduct a shoe check to ensure all shoes being worn are in compliance with IRHC Broomball Equipment Standards. A player with improper footwear will not be allowed to play until shoes meeting the Equipment Standards are worn and cleared by the referees. If there is any question regarding legality of a shoe, ask the referees before the official shoe check.



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Pre-Game Captains Meeting: Before the start of the game, the referees will call a captains meeting. During the meeting, the number of steps allowed for a check (zero to two) will be stated along with any other pertinent information for the game.

Jerseys: Referees may require a team to wear a generic jersey to better identify players. If both teams are wearing similar colored attire, the away team as listed on the game sheet is the designated team to wear the generic jersey, unless otherwise determined by the referees. Jersey's may be checked out at the beginning of the game by handing a Tech ID to a referee.

Official Start of the Game:

The game officially begins after the initial ball drop.

Regulation Game Play:

The game will consist of two 15-minute halves and a one-minute halftime. Teams will switch sides in between halves. The clock will only stop for timeouts. Each team will be given one timeout per half that is one-minute in length. Timeouts may be called when a penalty is called, a goal is scored or a goalie ball. **Only the team in possession of the goalie ball can call a timeout.**

The game will begin with a ball drop at center ice. Each team will only have one player participate in the ball drop. Both players must be standing on their feet at the time of the ball drop. The ball must hit the surface of the ice before any player can touch the ball. Time will begin once the ball touches the ice.

Overtime Game Play:

If the score is tied after regulation game play, an overtime period will begin immediately, consisting of a five-minute sudden death overtime period. Teams will not switch sides after regulation play and there are no team timeouts. If neither team has scored in the period, the winner will be decided by a shootout.

Shootout Procedure:

1. Both teams are to clear the ice except for the goalies.
2. The captain of the home team informs the referees if they are shooting first or second.
3. Three players from each team step into the penalty box to wait to shoot.
4. One player from the shooting team shoots first, then remains on the ice in a location determined by the referees.
 - a. If a player that has shot leaves the ice, that team may be penalized by adding one successful shootout goal to the opposing team's total.
5. Teams alternate shooters through three rounds.
6. Go through the remaining non-goalie players until a winner has been determined.



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7. If the end of the third round has determined no winner, repeat one round at a time until a winner has been determined. If the teams playing are in the non compete league, leave the game at a tie after the third round of shooting.

Shootout penalties:

- Goalie Penalties:
 - If the goalie leaves the arc it results in a goal.
 - If the goalie commits a penalty it results in a goal.
- Player Penalties:
 - If the ball stops making forward progress it results in no goal.

Regardless of the number of goals scored during the shootout portion of overtime, the final score recorded for the game will give the winning team one more goal than its opponent, based on the score at the end of overtime. If a team declines to participate in the shootout procedure, the game will be declared as a shootout loss for that team.

Player Substitution:

There will be free substitution throughout the game, but all substitutions must take place within the area designated as the team bench.

Goalie Clarifications:

Teams are to designate a goalie at the beginning of the game. A team may change the designated goalie at halftime, a timeout called by their team, or immediately after regulation time by informing a referee of the change. Goalies may not be changed between overtime and a shootout.

Goalie Inside the Crease: If any part of the body of the goalie remains in the crease (the box area designated by lines around the goal) he/she is allowed to cover the ball, even if the ball is not inside the crease. Once the goalie has the ball, no player may swing a broom at the goalie or the ball, whether or not the referee has called “goalie ball,” and offensive players must vacate the 10-foot arc around the goal. Once the arc has been cleared, the goalie will have a five-second count to get the ball out of the arc. The count will not start until the radial plane of the arc is cleared of all offensive players. After the ball clears the arc, any player must touch the ball before crossing the half-ice line.

Goalie Outside the Crease: If the goalie completely leaves the crease during a goalie ball, they may only use their hands, feet, or broom to redirect the ball without the ball leaving the ice surface. The redirection must go to another player in their own defensive zone and the ball must be touched by another player before crossing the half ice line. A goalie completely out of the crease may not cover the ball or hold onto a ball to prevent the other team from gaining possession.



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If a goalie ball is not in effect, the goalie is treated as any other player, and all rules for a Broomball player will apply. A goalie wearing shoulder pads, chest protectors, and/or a glove may not leave the crease unless it is half-time, a timeout, or immediately after regulation time.

Definition of Checking:

Checking is the use of your body to slow or stop another player. For a check to be legal, the player delivering the check must take less than or equal to the maximum number of steps (including sliding) allowed for the game prior to making contact with the player receiving the check.

Goal:

A goal is scored when the ball completely passes the goal line. This includes if the goalie pulls the ball back across the line. A goal is not scored when: the ball is kicked in by an opposing player, the ball is thrown in by an opposing player, or when a shot directly from a change of possession penalty enters the goal without being touched by any other player excluding the goalie.

Winning:

The team with the most credited goals at the end of the game is declared the winner.

PLAYOFFS:

General Rules:

Along with the rules stated in this section, all other Broomball rules apply. Non-Competitive league teams do not qualify for the post-season.

Team Requirements:

- A minimum of five resident players must attend 50% of regular season games
- Teams are selected by the following process in Broomball's normal 64 team playoffs:
 1. Top two teams in each conference based on points (2 points for a win, 1 point for an overtime loss)
 - Tiebreakers
 - i. Total wins
 - ii. Head to head (if applicable)
 - iii. Goals for (average of regular game play)
 - iv. Goals against (average of regular game play)
 - v. Coin toss
 2. Additional wildcards slots will be filled based on league sizes using the above process for the remaining teams in each league, starting with points.



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Post-Season Overtime:

There will be as many 15-minute sudden death overtime periods as necessary to determine a winner. There are no team timeouts in overtime. The home team will get the initial choice of sides and teams will switch sides after each period ends.

Player Clarification:

If a player is on two teams which both make it to playoffs, prior to the start of playoffs, the player will email the Broomball Chair (bbchair@mtu.edu) clearly stating which team that player will be a member of. For the remainder of the chosen team's time in playoffs, that player will only be a member of that team and will be considered an illegal player on the other team. If the chosen team is eliminated from playoffs, the player will become a legal player on the other team for the remainder of playoffs.

Weather:

IRHC Broomball will attempt to complete playoffs before spring break. Due to weather and rink conditions, IRHC Broomball cannot guarantee that playoffs will occur. IRHC Broomball also reserves the right to limit the number of teams accepted into the playoffs.

Rescheduling:

IRHC Broomball withholds the right to reschedule playoff matchups on a case by case basis. In the event of a conflict the final decision will be made by the Broomball Committee.



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PENALTIES AND CONSEQUENCES:

Penalty Time and Service:

All major and minor penalties will be served in the team's penalty box for the entire duration of the penalty. Failure to do so will result in the player's removal from the game. A player must return to the ice after serving the penalty and then may substitute according to normal substitution rules. There is no limit to the number of players in a team's penalty box. If a goalie with shoulder pads, chest protectors, and/or a glove is serving a penalty, they must take off the shoulder pads, chest protectors, and/or a glove before entering through the penalty box, or they will exit the penalty box directly to the team's bench and another player may enter the ice for them once the penalty has been served. The goalie with shoulder pads, chest protectors, and/or a glove must wait until halftime, a timeout, or immediately after regulation time to substitute back in as goalie.

- Two-minute minors will be served until either time has expired on the penalty or until the opposing team scores on a power-play goal. If the goalie receives a minor penalty, another player on the ice may serve the penalty for him/her, but the goalie is charged the penalty.
- Five-minute majors will be served until time on the penalty has expired. A goal does not end a five-minute major. If the goalie receives a major, he/she must serve that penalty.
- Game misconducts result in a player being ejected from the game.
- Coincidental penalties will not be affected by goals. If either team scores, both players will remain in the penalty box. Coincidental penalties do not cancel each other out; both players must serve the penalty.
- Penalties running over the period time will continue in the next period if applicable. Penalties can be continued into overtime and shootouts. If a player has a penalty during a shootout, that player is ineligible to participate in the shootout.

Game Misconduct:

In the event that a player receives a game misconduct, that player must leave the ice and exit the broomball rinks. Additionally, a player from the teams bench will have to sit a five-minute major penalty that will not be assessed to the player in the box, but to the player given the game misconduct. All game misconducts must be reviewed by the Judicial board before being allowed to play again.

Ball Placement:

- After a stop in play, timeout, or penalty, the ball will be put back into play at the spot of the foul as long as it is no closer than 20 feet a goal. If the penalty is within 20 feet of the goal, the opposing team will start with either a corner ball (if the ball is in their offensive zone at the time of the penalty) or a goalie ball (if the ball is in their defensive zone at the time of the penalty).



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- If the ball leaves the rink along the sides, the ball will be placed where it was last in bounds.
- If the ball breaks during game play, a new ball will be dropped at the location the broken ball was last intact. If the location is within 20 feet from a team's goal the ball will be dropped at center ice.
- If the goalie passes the ball overhand, the opposing team will start with the ball in the corner.
- If an offensive player scores a ball while in the crease, the ball goes to the goalie.
- Final determination of the placement of the ball is at the discretion of the referees.

Loss of Possession Penalties:

On loss of possession penalties, the opposing team must give a ten-foot radius to the player. When the radius is cleared, the player has five seconds to pass the ball to another player. For a goal to count after a change of possession, the ball must come in contact with any other player excluding the goalie before entering the goal. The following player actions will result in a change of possession at the point of the infraction:

- Illegal hand/kick pass
 - A hand/kick pass is defined as player contact with the ball using their hand/foot to redirect the ball. The following hand/kick passes are allowed in a Broomball game:
 - A hand/kick pass to yourself
 - A hand/kick pass to/from goalie in the defensive zone
- High stick
 - **In traffic (people within ten feet):** The broom shall not be raised above the waist on any shot, either on the backswing or follow through. If the player is on their knees, the broom may not raise above where their waist would be if they were standing. Result is change of possession. No goal will count if shot with a high stick.
 - **Alone (no one within ten feet):** The broom shall not be raised above the shoulders for any shot either the backswing or follow through. If the player is on their knees, the broom may not raise above where their shoulders would be if they were standing. Result is change of possession. No goal will count if shot with a high stick.
 - Raising the broom above the shoulder to stop or block the ball (whether or not successful) will result in a change of possession and is to be called at the referees' discretion.
 - Lifting another player's stick and causing a high stick will result in a high stick being called on the player lifting
- Last player to have contact with the ball when it leaves the rink (intentional or not)
- A goalie passing a goalie ball past half ice without contact with another player
- A goalie throwing the ball overhand
- A goalie coming out of the crease with glove accidentally



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- If an offensive player is in the crease before the ball and the ball enters the goal, the goal is not counted, and a goalie ball is declared.
- Controlling the ball, except in the case of catching the ball while it is in the air (in which case the ball must be placed **immediately** at the player's feet)
- Any player, excluding the designated goalie in the crease area, who covers or traps the ball anywhere on the ice
- Penalty assessed against the team
 - In the event of a coincidental penalty being called, the ball will be dropped at center ice.
- Using the broom handle to intentionally hit the ball (at the referees' discretion)

Two-Minute Minor Penalties:

Unsportsmanlike Conduct: Defined as any language or activities that are deemed excessive and not in good taste by the referees on the ice or on the bench. This penalty can be assessed to either the players or their fans. This rule is defined by, but not limited to, swearing, harassing comments (racial, sexual, etc), inappropriate gesturing, harassment toward referees, using two brooms, delay of game, instigation, drawing a penalty, and contact with goalies that have possession of the ball. A player who was on the ice when the penalty was called must serve the penalty.

Too Many Players on the Ice: When a team has more than the appropriate number of players on the ice at any given time while game play is occurring. A player who was on the ice when the penalty was called must serve the penalty.

Illegal Substitution: Any player who substitutes outside the team bench. A player who was on the ice when the penalty was called must serve the penalty. An illegal goalie change can be called for illegal substitution. Substitutions must be made in a timely fashion, with both the player coming off the ice and coming on making the substitution quickly.

Throwing the Broom: A player who intentionally throws his/her broom. It is at the discretion of the referees if loss of the broom is intentional. This includes throwing a broom on to, on (while playing), or off of the ice.

Tripping: Intentionally tripping another player using a broom, arms, or feet, without making any effort to gain control of the ball. Generally, if the offending player makes contact with the ball, tripping will not be called.

Interference (Obstruction): Intentionally restricting another player from being able to participate in play without playing the ball yourself. Not allowing a player to get back to his/her feet and holding another player back from going toward a loose ball are examples of obstruction. Obstruction should not be called on a player who is playing the opponent who has control of the ball.



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Holding the Broom: Intentionally holding another player's broom with a stick and/or body and impeding his/her ability to move or play the ball.

Roughing: Intentional violent contact between two players. Roughing will be called for any checking contact that involves the use of hands or elbows, whether or not the stick is involved. Legal checking involves using the body and shoulders, not the hands. Also, any contact believed to be intentionally malicious to another player as seen by a referee will be called as roughing.

Cross Checking: Using the broom in any manner to check another player. Cross checking is often observed as grabbing the broom with two hands spread apart on the broom and using the handle of the broom to deliver a check to an opposing player.

Slashing: Using the broom to intentionally strike another player below the neck. Slashing is often observed as using the broom as a "baseball bat" and swinging at another person. **Any** excessive broom contact to the body or stick, even when trying to gain possession of the ball, can be called as slashing.

Charging: Taking more than the allowed amount of steps before checking an opponent.

Illegal Brooms or Shoes: Checking in or using brooms and/or shoes not meeting the Equipment Standards specified above.

Any minor penalty has the potential to be raised to a five-minute major if deemed excessive by a referee.

Five-Minute Major Penalties:

Boarding: Checking a player into the boards is not allowed, whether the check is legal or not. This rule is to ensure the safety of all players.

Checking from Behind: Any intentional check that comes directly from behind the opponent (blind side). Because the other player does not see the check, this action is more dangerous and more severe.

Abuse of Official: Any verbal abuse of a referee. This penalty can be called on fans, players, and the team captain.

Contact to the Helmet: Any intentional contact between a player and another player's helmet is cause for a minimum of a five-minute major. If the player puts themselves in this position, this penalty may be waived.

Spearing: Intentionally using the broom to strike another player using a spearing motion.



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Any major penalty has the potential to be raised to a game misconduct if deemed excessive by a referee.

Game Misconduct:

Excessive Penalties: A player will receive a game misconduct if they receive nine or more penalty minutes in a single game.

Intent to Injure: Any contact intended to injure another player will be a game misconduct.

Illegal Equipment: Any illegal use of equipment will result in a game misconduct for the offending player, unless specified otherwise in the rulebook.

Illegal Player:

A team found using illegal players will forfeit the game, and each illegal player will be fined a minimum \$20 with possible further IRHC Broomball Committee action. Multiple offenses may result in a team's removal for the remainder of the season. The illegal player(s) and the captain of the team found with illegal players will be required to attend the next IRHC Broomball Committee meeting. The team will not be allowed to participate until the fine is paid. This can be retroactive if the use of illegal players is discovered after the game.

Chants:

Chants not in good taste will not be conducted within sight or hearing range of the broomball rinks. For any inappropriate team chants, the first offense will result in the team captain receiving a minimum of a two-minute penalty, regardless of the time the infraction is committed (this includes before or after the game). The second offense will result in the captain receiving a minimum of a five-minute penalty. On the third offense, all players present will be fined a minimum of \$20 and will be subject to judicial review. All decisions on this matter are left to the discretion of referees and IRHC Broomball Committee members.

Fines:

Helmets must be worn at all times when on the ice, before, during, and after a game. Anyone found to have removed their helmet while on the ice before, during, and/or after a game will be fined \$20. Helmet fines are levied against an individual player.

Anyone who throws, takes out the padding, or abuses the provided helmets in any way will be fined.

Fines may be assessed, by the IRHC Broomball Committee to players or teams based the severity of the infraction. Other fines include misuse or damage of the rink, equipment, or other property of IRHC Broomball. Not all fine prices will be stated upfront.



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All fines assessed **will carry over** to subsequent seasons if left unpaid.

Note about Fans:

All teams are accountable for their fans and their fans' behavior. Fans that verbally harass the game officials or players on the ice or any fan that is hindering the game through distractions of the goalies or the game officials is unacceptable. Fans may be asked to leave at any time. A game may also be stopped due to unruly fans. **IRHC Broomball referees are classified as university officials and may issue official requests for fans or players to leave as a result of inappropriate conduct.** Fans or players who refuse to comply with the game officials' request to leave can also be charged with a violation of the Student Code of Conduct. Public Safety will be called if the fan or player does not comply. The fan or player will be reported to the IRHC Broomball Judicial Board for action. It is also the responsibility of teams, as participants in IRHC Broomball, to address inappropriate behaviors by fans, guests, and team members.



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BROOMBALL JUDICIAL BOARD:

The Broomball Judicial Board is lead by the Vice Chair, and also consists of the Referee Manager and a third representative from the Broomball Committee as chosen by the Vice Chair. The Broomball Judicial Board represents the Broomball Committee in all broomball related judicial actions against a player or fan. In the event that a resolution cannot be reached by the Judicial Board, the case will be referred to the Broomball Committee for further review. The Broomball Chair is not eligible to serve on the Broomball Judicial Board. The Broomball Advisor observes the judicial hearings.

Broomball Judicial Board hearings are held in the Broomball Office (G24W Wadsworth Hall) two times per week during the regular season and daily during the playoffs. See the website for the dates and times of the hearings. Please show up at the start time of the meeting or your judicial may be pushed back to the next meeting time. No video reviews from either Broomball webcams or personal recorders will be allowed in the judicial process.

Any open judicial cases and unfulfilled sanctions remaining at the end of the season **will** carry over into the following season.

Offenses that require a Broomball Judicial Board Hearing:

For judicial purposes, penalty minutes are counted on an individual basis, regardless of if a player participates on more than one team.

Penalty Limit:

First Offense- A player meeting or exceeding nine penalty minutes in the regular season and playoffs combined.

Second Offense- A player meeting or exceeding 15 penalty minutes in the regular season and playoffs combined.

Third Offense- A player meeting or exceeding 15 or more in the regular season and playoffs combined is required to have a judicial hearing for each subsequent penalty.

Game Misconduct: All game misconducts require the offending player to attend the next scheduled IRHC Broomball Judicial Board hearing, where the act can be more carefully reviewed. A player will not be eligible to play until attending this meeting.

Judicial Appeals:

Level 1 Appeal- Broomball Committee: All actions taken by the Broomball Judicial Board are final. However, an appeal may be requested by the player or fan involved or by the team captain. Requests are to be made to the Broomball Chair who will decide whether or not the Broomball Committee will review the case. In the event of a Broomball Committee hearing, only the



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involved player(s)/fan(s) and team captain may attend to give statements. Referee statements will be requested as deemed necessary by the Broomball Chair. The Broomball Committee can overturn a ruling by the Broomball Judicial Board with a two-thirds majority vote.

Level 2 Appeal- Inter Residence Hall Council: Any suspension approved by the Broomball Committee or appeal denied by the Broomball Committee may be appealed to the Inter Residence Hall Council. An appeal request for a ruling of the Broomball Committee is to be made to the Inter Residence Hall Council Vice President. Once the appeal has been requested, the Inter Residence Hall Council will hear the case. All decisions made by the Inter Residence Hall Council are final; there are no more appeal options.

Suspension, Season Misconduct, and Permanent Ban:

For the cases below, only the involved player(s)/fan(s) and team captain may attend to give statements. Referee statements will be requested and taken into account.

In the instance of a suspension of four games or more, the case is automatically referred to the Broomball Committee. Any suspension of four games to a season misconduct is passed by a two-thirds majority vote of the Broomball Committee. Season misconduct is the disqualification of a player or a team for the entire season, including playoffs. The IRHC Broomball Committee levies season misconducts by a two-thirds vote. A permanent ban makes a player ineligible for the remainder of his/her time at Michigan Tech to participate in IRHC Broomball in any capacity. Permanent bans are levied by the IRHC Broomball Committee by unanimous consent and cannot be overturned in future years.

Players found in violation of the conditions set forth by the Broomball Judicial Board ruling are subject to another Judicial Hearing where the player may be referred to the Broomball Committee for up to a lifetime ban or referred to the Director of Student Judicial Affairs. The Broomball Committee reserves the right to refer a player to the Director of Student Judicial Affairs at any time, regardless of the reasons for being required to attend the Judicial Hearing.

University Rules and Regulations:

All participants (players, fans, game officials, and staff) of IRHC Broomball are expected to follow the university regulations set forth in the Students' Rights and Responsibilities Handbook. Please refer to the student affairs website for full descriptions and definitions of student conduct relating to IRHC Broomball infractions: <http://www.sa.mtu.edu/dean/judicial/policies/code/>

Fighting:

Any participant (player, fan, game official, or staff) of IRHC Broomball involved in a fight will be referred to the Director of Student Judicial Affairs for action as set forth in the Michigan Tech Students' Rights and Responsibilities Handbook. Fighting is not allowed at any time in IRHC Broomball. Any participant fighting or provoking a fight will receive an automatic game misconduct and a five-minute major to be served by another player on the team. This also applies



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to any person who joins in a fight after one has started. If either bench clears during a fight, the game will immediately be stopped and the team(s) involved will be given season misconducts. In any situation involving fighting, allow the officials handle the situation. Public Safety and Houghton Police Services will be called if a fight occurs.



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IRHC Broomball Referees:

All calls are to be made at the referees' discretion along the guidelines of these rules. Any and all decisions made by the referees are final.

Only a team's captain may discuss a call with the referees. **This provision does not equate in an opportunity for the team captain to be disorderly.** If the captain is ejected or not present, the team is to notify the referees who the acting captain is. This player will then assume the responsibilities of the captain the remainder of the game. Any player other than the team captain that argues with a referee will be given a minimum of an unsportsmanlike conduct.

Violence towards referees will not be tolerated. Intentional violent contact in any form will result in immediate expulsion from the game and no less than a three game suspension, but not more than a permanent ban from Broomball for the remainder of the student's academic career at Michigan Tech. The penalties as a result of the fighting will be decided at the next IRHC Broomball Committee hearing.

Limiting Number of Teams and Games:

The IRHC Broomball Committee has the ability to limit the number of teams and has final say on team location (league and conference). The IRHC Broomball Committee may also restrict the number of games per team.

Contacting the Broomball Committee:

Questions, concerns and grievances regarding referees and the rules should be directed to the Referee Manager (bbref@mtu.edu)

Questions, concerns, and grievances about everything else should be directed to a team's league head for further clarification. Any further issues can be directed to the committee via the Broomball Chair (bbchair@mtu.edu).