



2011-2012

**Rules & Details
Packet**

www.broomball.mtu.edu



IRHC BROOMBALL RULEBOOK

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IMPORTANT DATES:

October 3, 2011	10:00 AM	Game Official/Rink Staff Applications Online
October 16, 2011	8:15 PM	Captains' Meeting – Fisher 135*
October 18, 2011	8:15 PM	Captains' Meeting - Fisher 135*
October 23, 2011	9:00 PM	Registration Opens
October 26, 2011	11:59 PM	Team Registration Closes
November 3, 2011	4:00 PM	1 st Round Team Payment due to Cashier's Office or Online**
December 1, 2011	12:01 AM	Online Roster Changes Open
January 10, 2012		Season Begins
January 11, 2012	10:00 PM	Online Roster Change Closed

*See "Captains Meeting" for full information

**See "Payments" for full information.



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APPLICATION PROCEDURE AND GAME SCHEDULES:

Applying for a Team:

A representative from the prospective team must collect team information prior to registering their team online (www.broomball.mtu.edu) 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, or Off-Campus)
- Players' email address (i.e. "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 (above) and follow the directions to registering their team. Signing up for a team in a league is on a first come first serve basis.

Captains' Meetings:

The Team Captain (or a representative from a prospective team) must attend one of the Captains' Meetings on Sunday, October 16, at 8:15 PM in Fisher 135, or Tuesday, October 18, at 8:15 PM in Fisher 135. Rule revisions, registration information, season information, and general format questions will be discussed. This is mandatory for **ALL** teams intending on registering. There are two meetings for team convenience; failure to attend one of these meetings will **eliminate** your team. **Doors close at 8:15 PM**, there is no late admittance. IRHC Broomball will be using attendee's Michigan Tech ID in order to take attendance. You must have your Michigan Tech ID in order to be considered as present. **NO** exceptions.

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, 2011 at 9:00 PM** for all teams with residency in the following leagues: **McNair Hall, West Wadsworth Hall, East Wadsworth Hall, Douglass Houghton Hall & Apartments, Off Campus League and Women's League**. At those designated times, a Registration Link will be placed on the homepage. Registration closes on October 26, 2011 at 11:59 PM. All leagues fill on a first-come first-serve basis.

Officially Supported Web Browsers

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



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Notification:

After signing up during the registration period, the captain of the team will receive a confirmation email that their roster was received. On October 31, a notification email stating what league they are in or if the team is on the waiting list will be sent. If your team is placed in a league the Captain will receive an invoice for the team.

Payment:

After an invoice (i.e. 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) and paid to IRHC Broomball.

Checks are to be made payable to Michigan Tech University. A printed copy of the invoice number for the team payment is **required** if paying at the cashier's office. Payments for the initial round of invoices must be received on November 3 by 11:59 PM. Any wait list team that is later placed in a league will be notified of the payment deadline at that time. Team invoices **must be paid in full** by any member of the team.

Teams making a payment but not accepted into a league will receive a refund payable to the team captain, regardless of who paid the team bill.

Players added during the roster change time frame 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.

Updates will occur nightly during the season after a payment summary is received from the cashier's office and banweb. The 11:59 PM on the day prior to the game restriction still applies for these payments.

Roster Changes:

Roster Changes are available online starting December 1st at 12:01 AM and ends January 11th 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 user id. The added player must make their necessary payment and sign the electronic waiver by 11:59pm 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 add one player for no additional cost).



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A roster modification **WILL NOT** be permitted to be made 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 sign-in to log in. The player will then read the waiver and sign it electronically via 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 (must by 11:59 PM on the day prior to their next game). Due to the ease of access for players to electronically sign waivers, **NO paper waivers will be accepted by League Heads or Referees.**

Scheduling/Rescheduling:

All initial scheduling (main season schedule) is done by the IRHC Broomball Webmaster in conjunction with the Vice Chair and final approval is given by the IRHC Broomball Committee.

Teams are placed in one of the six (6) 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.

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 5 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 secondary team captain has 72 hours to respond to the request before the game is automatically rescheduled by the IRHC Broomball Vice Chair. 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 secondary captain). The final decision on all rescheduling matters will be made by the IRHC Broomball Vice Chair. 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.

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



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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. (Recent graduates who are working 40 hours their first semester after graduation are NOT considered full time staff.) Each participant is allowed to play on two (2) teams. The second team must be in a different league than the first, and the second team must not have more than five (5) players in common with the first.

Students on Co-op or Study Abroad are considered active students. Students planning to be active for the Spring Semester 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 passing 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 participation guidelines
- 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 or Committee.**

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 Judicial Board 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.

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 Captain's Meeting
- **A team must have a minimum of 6 players, 5 of which must be residents of the league applying for** (A minimum of five resident players must attend 50% of games, or the team will not be eligible for the playoffs)
- **MAXIMUM of FIVE** non-residents
- **NO** players participating on another team in the same league
- **NO** players participating on more than two teams



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- **NO two teams may have more than FIVE players in common**

Residency:

Residency for a team is set on October 13, 2010. 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 Douglas 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.

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 DHH 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 Women's League and the Off-Campus League. The Women's League is restricted to only female players. There are no other residency requirements.

Team Name, Jersey Design, Players' Printed Names:

A team's jersey/uniform design, players' printed names, and team slogan must follow the guidelines of good taste 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, a generic team name will be selected by the IRHC Broomball Committee. **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 jersey design be approved by the Broomball Committee prior to printing.

IRHC Broomball is not responsible 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:

Broom:

A corn broom with a wooden handle is the only broom type that will be allowed. Only the broom's original handle may be attached to the original broom head. A minimum of 6 inches of bristle must extend from the bottom of the coils (The 6 inches mark will be measured from the bottom of the coils to the shortest part of the taped bristles). Tape is the only foreign material allowed on a broom. The external metal rings put on by the manufacturer **MUST BE REMOVED**, but do not remove the coil. 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. Excessive tape (that does not allow the bristles ANY give with applied force) or foreign materials will not be allowed on a broom. There are to be **ABSOLUTELY NO** bristles exposed. **NO** scoop/lacrosse/hockey stick style brooms will be allowed. Brooms using clear duct tape will not be allowed to be used. Specifications are enforced at discretion of the game officials. 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 hockey helmet if the facemask is attached. 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 fit helmet, they are strongly encouraged to purchase one that fits. There may not be enough helmets for everyone on a large-sized team. Shoes are required in order to play. Hockey gloves, shin pads, hockey pants, kneepads, and elbow pads are allowed and strongly recommended for safety. Shoulder pads and chest protectors are permitted to be worn by goalies. Baseball, softball, and regular hockey gloves are permitted for use by goalies.

Illegal Equipment:

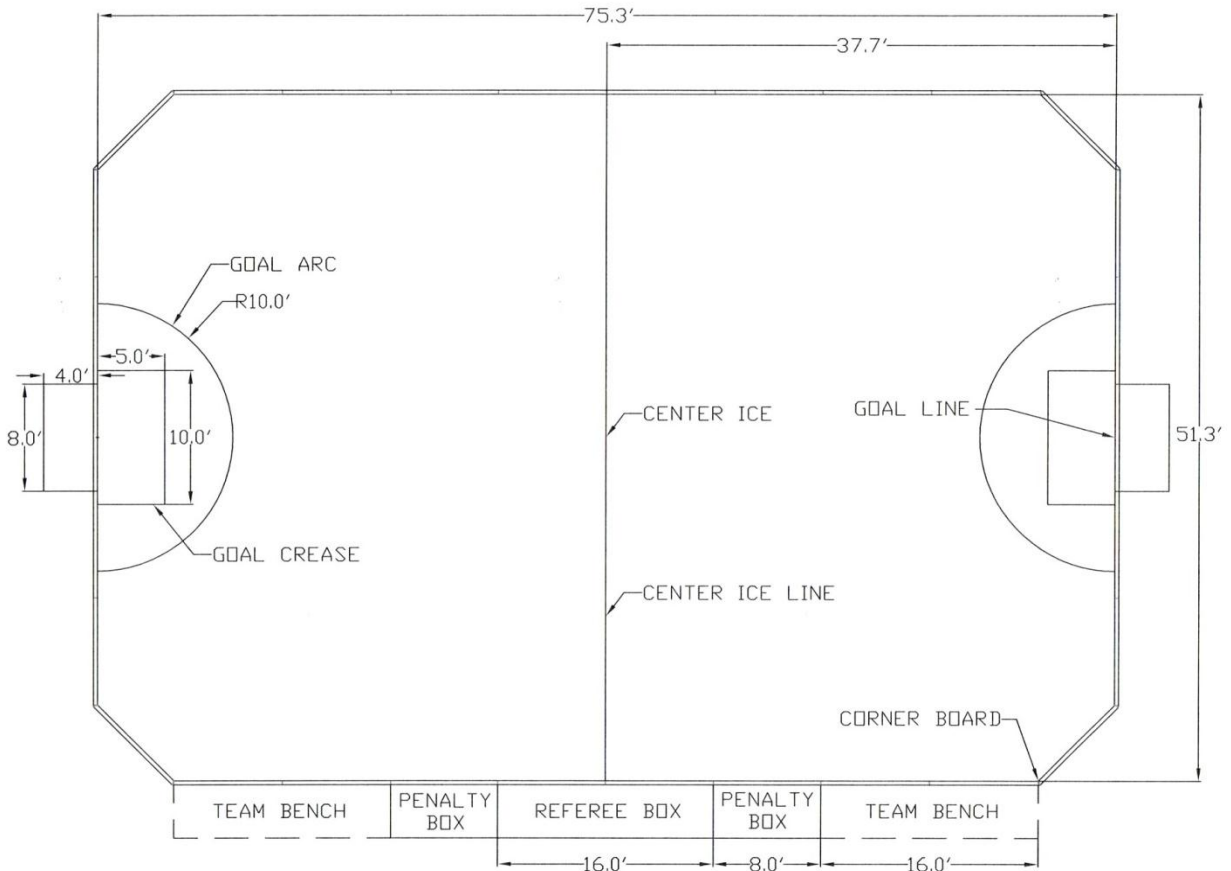
Shoulder pads and chest protectors are NOT allowed for players other than the goalie. Official Broomball shoes or shoes that are modified to give extra traction (grip) are NOT allowed; cleats or spiked shoes are NOT allowed. Hockey goalie pads (leg pads, blockers, and goalie catchers' gloves) are NOT allowed. The check for illegal equipment will be conducted by the game officials before the beginning of the game. **Any illegal use of equipment will result in a game misconduct and one game suspension for the offending player**, unless specified otherwise in the rulebook.



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THE RINK:

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



Scale: 1:10

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 get torn up. Also, as the ice layers build up, the lines become less visible. Should game play occur with no or poorly visible lines, their location will be estimated by the referees and enforced at the referee's discretion.

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

Smoking is **NOT** permitted within fifty (50) feet of the Broomball Rinks.

Please report any issues with the rink boards or the ice conditions to the Rink Manager for attention or repair.



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THE GAME:

Game Officials:

There will usually be three officials per Broomball game: two officials on the ice and one keeping time and game statistics. ALL officials can equally call penalties and goals. Timeouts may be called by the officials to reach consensus. **A game must have at least two officials to begin; any game with only one official will be rescheduled for a later date.**

Team Requirements:

Each team must have at least five (5) players at the start of the game. **Players must have their Michigan Tech ID.** The game officials will hold these cards until the game is completed. A team is allowed six (6) players, wearing helmets, on the ice at a time.

Pre-Game Procedures:

Michigan Tech ID Check-in and Helmet Retrieval: The captain of each team will hand the game officials the IDs of each player in attendance for the game. Face checks will be done to verify every id given to the officials. A game official may request a secondary photo ID if the Michigan Tech ID is unreadable or the picture is not distinguishable. Once all IDs have been collected, players needing a helmet will be allowed to obtain one. **Once a player is wearing a helmet, he/she is allowed to enter the rink.** Any player who arrives after check-in must wait until half-time or the team calls a time out to check-in. IRHC Broomball Committee members may conduct face checks at random throughout the season during game check-in.

Broom Check: The game officials will conduct a broom check to ensure all brooms being used are in compliance with IRHC Broomball specifications. Any brooms at any time during the game deemed unfit for play will be confiscated. The offending player will be given a two (2) minute minor penalty. **If there is any question of the legality of a broom, ask the officials before broom check.**

Shoe Check: The game officials will conduct a shoe check to ensure all shoes being worn are in compliance with IRHC Broomball specifications. A player with improper footwear will not be allowed to play until shoes meeting IRHC Broomball standards are worn and cleared by the game officials. The offending player will be given a two (2) minute minor penalty.

Pre-Game Captain's Meeting: After the broom check, the game officials will call a captain's meeting. During the captain's meeting the number of steps allowed for a check (zero (0) to three (3)) will be stated along with any other pertinent information for the game.

Jerseys:

Game officials may require a team to wear a generic jersey to better identify players. If both teams are wearing similar color jerseys, the away team as listed on the game sheet is the designated team to wear the generic jersey.



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Game Procedures:

Duration:

Regulation Game Play-

The game will consist of two fifteen (15) minute halves and a two (2) minute halftime. The clock will only stop for time outs and game official conferences. Each team will be given one timeout per half that is one minute in length. Timeouts can be called when there is a stop in play or when the goalie of the team calling a timeout has possession of the ball.

Overtime Game Play-

Regular Season Overtime: There will be one five-minute sudden death overtime period. If neither team has scored in the period, the winner will be decided by a shootout.

Shootout- The teams will not change ends for the shootout. The home team shall have the choice of shooting first or second. The teams shall alternate shots. Three (3) players from each team shall participate in the shootout and must maintain forward momentum during the attempt (the ball does NOT). The goalkeeper cannot be replaced unless injured and must have some part of their body remain in the goal crease. After each team has taken three shots, if the score remains tied, the shootout will proceed to a "sudden death" format. The team shooting second has an opportunity for a rebuttal shot. No player may shoot twice until everyone who is eligible has shot. If a team uses all eligible players on their roster both teams may select from among the players who have already shot. This procedure would continue until the team with fewer players has again used all eligible shooters. The goalie is not eligible to shoot.

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. The losing goalkeeper will not be charged with the extra goal against. The player scoring the game-winning goal in the shootout will not be credited with a goal scored in his personal statistics. If a team declines to participate in the shootout procedure, the game will be declared as a shootout loss for that Team. If a team declines to take a shot it will be declared as "no goal."

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

Disputing a Call: The Team Captain is the only player allowed to discuss a call during a game with the game officials and is responsible for filling out and signing the game sheets after a



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game. If the Team Captain is not available to play in a game, an interim Team Captain will be selected for the game.

Player Substitution: There will be free substitution throughout the game but all substitutions must take place within the two boards on their side of center ice between the penalty box and the corner board. Any team which does not substitute their players in this location will be called for illegal substitution and the offending team will be given a two minute minor to be served by the offending player.

Goalie Clarifications: Teams are to designate a goalie at the beginning of the game. A team may change the designated goalie at half-time or timeout by informing a referee of the change.

Inside the Crease: If any part of the body of the goalie remains in the crease (the rectangular 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 and all players must vacate the ten (10) foot arc around the goal. This area will be designated with an arc on the ice. Once that radius has been cleared, the goalie will have a five (5) second count to get the ball out of the ten (10) foot arc; the count will not start until the radial plane is cleared. After clearing the arc the ball must be touched by a player before crossing the half ice line. If the goalie chooses to use a broom to move the ball out of the arc the ball must be touched by another player before crossing the half ice line as well.

Outside the Crease: Once the goalie has completely left the crease, he/she may only use his/her hands and feet 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. If a goalie chooses to use a broom, all rules for a Broomball player will apply once the goalie leaves his/her crease. A goalie wearing shoulder pads/chest protectors may not leave the crease unless there is a stoppage of play.

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. There is a minimum of 3 players on the ice, but only if the team can field 3 players who do not have an outstanding penalty.

- Two Minute Minors will be served until either time has expired on the penalty or until the opposing team scores a power-play goal. If the goalie receives a minor penalty, another player may serve the penalty for him/her.



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- Five Minute Majors will be served until time on the penalty has expired. A goal does not end a five (5) minute major. If the goalie receives a major, he/she must serve that penalty.
- Coincidental Penalties will not be affected by goals. If either team scores, both players will remain in the penalty box.

Ball Placement:

- After the play is stopped and a penalty is called, the ball will be put back into play at the spot of the foul as long as it is no closer than twenty (20) feet from the opposing team's goal. If the penalty is close to the goal, play will be started in the corner.
- If the ball leaves the rink along the sides, the ball will be placed where it was last in bounds. When the ball exits the rink on either end, if the defensive team (including the goalie) last made contact, the ball will be given to the offensive team in the corner. If the offensive team last made contact, the ball will be given to the goalie.
- 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 twenty (20) feet from a team's goal the ball will be dropped at center ice.
- On loss of possession penalties, the ball will be put into play at the spot of the foul and the opposing team must give a ten (10) foot radius to the player. When the radius is cleared, the player has five (5) seconds to pass the ball to another player. For a goal to count, the ball must come in contact with any other player excluding the goalie.
- Overhand Goalie Throw: If the goalie passes the ball overhand, the ball goes to the corner; if it is a half ice pass, the ball goes on the half ice line. If a player is called for being in the crease, the ball goes to the goalie to put back into play. If the offensive team is given possession of the ball for a penalty in front of the goal, the ball is placed in the corner.
- Final determination of the placement of the ball is at the discretion of the game officials.

Forfeit:

At five (5) minutes after the scheduled start of the game (on the Rozsa sign clock) teams will line up for the opening face-off and if a team is without at least five (5) players will forfeit the game. A forfeit victory results in a 1-0 score in the standings.

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



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Winning:

The team with the most credited goals at the end of the conclusion of the game as outlined wins.

PENALTIES AND CONSEQUENCES:

All penalties listed below will be reviewed by the IRHC Broomball Judicial Board and may be referred to the Director of Student Judicial Affairs and/or the IRHC Broomball Judicial Board for judicial sanction.

High Sticking:

High sticking is called according to the place and situation on the ice:

In traffic (people within 10 feet): The broom shall not be raised above the waist on any shot, either 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 10 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.

Hand/Kick Pass:

A Hand/Kick Pass is defined as player contact with the ball using their hand/foot to move the ball. The following Hand/Kick Passes are allowed in a broomball game:

- A hand/kick pass to your goalie
- A hand/kick pass to yourself
- A hand/kick pass from the goalie to a teammate in the defensive zone.

All other hand/kick passes will result in a change of possession.

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 allowed for the game prior to making contact with the player receiving the check.

Loss of Possession Infractions:



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The following player actions will result a change of possession at the point of the infraction:

- Illegal kick-pass
- Illegal hand-pass
- Being the last player to have contact with the ball when it leaves the rink (intentional or not)
- A goalie passing the ball completely past half ice at any time without contact with another player
- A goalie throwing the ball overhand
- A goalie sliding out of the crease with pads/glove accidentally
- High stick
- Being in the opposing team's crease before the ball reaches it
- 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
- Using the broom handle in a swinging motion in an attempt to hit the ball (at the Game Officials' discretion)

Two Minute Minor Penalties:

Any two minute minor committed by the goalie will be charged to the goalie but may be served by any player on said goalie's team. A player receiving a 2 minute minor will be released from the penalty box upon a goal by the opposing team, unless the penalties were coincidental minors (offsetting penalties committed by a player from each team).

Unsportsmanlike Conduct: Any language or activities that are deemed excessive and not in good taste by the officials 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), or inappropriate gesturing, harassing behavior toward game officials, illegal brooms, using two brooms, 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. Diving, delay of game, and instigation are also unsportsmanlike conduct actions.

Bench Minor – Too Many Players on the Ice: A penalty 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.

Bench Minor – Illegal Substitution: Any player who substitutes outside the two boards on his/her side of center ice between the penalty box and the corner board. A player who was on the ice when the penalty was called must serve the penalty. Any illegal goalie change can be called for Illegal Substitution.



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Throwing the Broom: A player who intentionally throws his/her broom at another player, at the ball, or in any other manner to disrupt play. It is to the discretion of the officials if loss of the broom is intentional.

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. Tripping is specifically to slow the player down whom does or does not have the ball without an effort to gain control.

Interference (Obstruction): Intentionally restricting another player from being able to participate in play. A player cannot impede progress of an opponent toward making a play on a ball or another player. Not allowing a player to get back to his/her feet, holding another player back from going toward a loose ball, or not allowing a player to get involved in play are examples of obstruction. Obstruction should not be called on a player who is playing the opponent who has control of the ball.

Holding the Broom: Intentionally holding another player's broom 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, 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 an official will be called as roughing.

Elbowing: Any contact that involves the use of an elbow hitting the opposing player. An elbow to the helmet, chest, back, or any other body parts is not allowed.

Cross Checking: Using your 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. The maximum number of steps will never exceed three but may be as low as zero.

Any minor penalty has the potential to be raised to a five minute major.

Five Minute Major Penalties:



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Any five minute major committed by the goalie will be credited to and served by the goalie. The full five minutes will be served by the player who committed the infraction, regardless of how many goals are scored by the opposing team.

Boarding: Checking a player into the boards is not allowed. This rule is to ensure the safety of those playing.

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

Abuse of Official: Any verbal abuse of a game official. 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 5 minute major. If the contact is deemed highly inappropriate, a game misconduct may be called as well. If the player puts themselves in this position, this penalty may be waived.

Goalie Check with Shoulder Pads: If a goalie checks someone while wearing shoulder pads, the goalie will be assessed a 5 minute major.

Excessive Roughing/Blood/Intent to Injure: Any contact that is deemed excessive, draws blood, or is with intent to injure another player will be a 5 minute major and a game misconduct.

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

Any five minute major incurred by a player must be served by that player, including the goalie. The full 5 minute penalty will be served.

Game Misconduct: Game misconducts may be called for, but are not limited to, anything listed as an excessive 5 minute major penalty. A player will receive a game misconduct if they receive 9 or more penalty minutes in a single game.

A game misconduct results in a player being ejected from the game. **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.**

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



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captain receiving a **minimum** of a 2 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 5 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.

Injuries: Game officials will stop play at their discretion for injuries; however, serious injuries resulting in knock-outs or blood require the immediate stopping of play.

Fines:

Helmet Fines: Helmet fines are levied against an individual player. **If a player receives this fine, he/she must pay the fine as noted in “Payments” to become eligible for his/her next game.**

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. The game officials will hold ALL IDs, then record the name of the violating player and submit the charge to the Broomball database.

Anyone who throws, takes out the padding from the inside, or abuses the provided helmets in any way will be fined. The game officials will hold ALL IDs of the team until the name of the player is given and taken down by the officials. The fine will be a minimum of \$20 and the player will be ineligible for games until the fine is paid as noted in “Payment”.

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

Other Fines: 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 property of IRHC Broomball. Not all fine prices will be stated upfront.

Administration and Collection: All team fines administered must be paid by 11:59 PM the day prior to a team’s next game or the team will be forced to forfeit. All player fines must be paid by 11:59 PM the day prior to a team’s next game or the player will not be allowed to participate. See “Payment” for information on how and where to pay. Once a fine is paid, the player/team in question will be issued a receipt as proof of payment. It is recommended that the receipt be kept and brought to the team’s/players’ next game. Multiple infractions resulting in a fine could result in a season misconduct or permanent ban from IRHC Broomball.

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 game officials are classified as**



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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.

Broomball Judicial Board:

The Broomball Judicial Board is lead by the Vice Chair and is comprised of the Head Referee 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 Broomball 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 (G24 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.

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 (9) penalty minutes in the regular season and play-offs combined.

Second Offense- A player meeting or exceeding fifteen (15) penalty minutes in the regular season and play-offs combined.

Third Offense- A player meeting or exceeding fifteen (15) or more in the regular season and play-offs combined is required to have a Judicial Hearing for each subsequent penalty.

Year-Round

- A player receives a Game Misconduct.
- A player receives an Intent to Injure penalty.
- A fan that is ejected by the referee.



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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 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 (2/3) 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 case will be heard by the Inter Residence Hall Council. 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 4 games or more, the case is automatically referred to the Broomball Committee. Any suspension of 4 games to a season misconduct is passed by a two-thirds (2/3) majority vote of the Broomball Committee. Season misconduct is the disqualification of a player or a team for the entire season, including playoffs. Season misconducts are levied by the IRHC Broomball Committee by a two-thirds (2/3) 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.



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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/>

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 (5) minute major to be served by another player on the team. This also applies 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, let the officials handle the situation. Public Safety and Police Services will be called if a fight occurs.

Game Officials:

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

Only a team's captain may discuss a call with the officials. **(This provision does not equate in an opportunity for the team captain to be disorderly.)** If the captain is ejected, the team is to notify the officials 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 an official will be given a minimum of a two (2) minute minor and potentially a game misconduct. Any player or fan that is verbally abusive to a game official will be given a minimum of a five (5) minute major.

Violence towards game officials will not be tolerated. Intentional violent contact in any form will result in immediate expulsion from the game and not less than a three (3) game suspension, but not more than a permanent ban from Broomball for the rest 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.

BROOMBALL COMMITTEE ROLES:

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 to maximize ice time.



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Contacting the Broomball Committee:

Questions, concerns, and grievances should be directed to a team's league head for further clarification. More information will be given at the Captains' Meeting for submitting a complaint.