



BROOMBALL

Michigan Tech

Alumni Association

2014-2015

**Alumni-Student Invitational
Rulebook**

www.broomball.mtu.edu

www.mtu.edu/alumni/

ALUMNI-STUDENT INVITATIONAL RULEBOOK

2014-2015



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IMPORTANT DATES:

February 6, 2014	4:15 PM – 6:45 PM	Alumni	IRHC Broomball Rinks
February 7, 2014	8:00AM – 4:30 PM	Alumni	IRHC Broomball Rinks
February 7, 2014	8:15 PM	Championship	IRHC Broomball Rinks

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TEAM REQUIREMENTS:

Registration:

Rosters for Alumni Teams should be submitted to the Alumni Association while Student Teams will be invited through the IRHC Broomball Committee.

The tournament is single elimination for student and guarantee two games for alumni; therefore the fees are as follows: \$10 for students \$45 for alumni.

Alumni teams must consist of 75% Michigan Tech alumni. Student teams must consist of only Michigan Tech active students. Players are not allowed to be on more than one team.

Waivers:

Waivers must be signed online no later than the day prior to your first game. Students can sign their waiver through the Broomball website while alumni should go through the Alumni Association.

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, 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 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.



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. The external metal rings and strings put on by the manufacturer **MUST BE REMOVED**, but do not remove the coils. The brooms 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 taping, which prevents the flexing of any part of the broom head, will not be allowed. **ABSOLUTELY** no bristles are allowed to be exposed. No scoop, lacrosse, or hockey stick style brooms will be allowed. Brooms using clear duct tape will not 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. 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. Helmets are required to meet HECC certification. 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. Shoulder pads and chest protectors are permitted to be worn by goalies, along with baseball, softball, and regular hockey gloves.

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, spiked shoes, and five-finger style 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 referees before the beginning of the game.

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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. Timeouts may be called by the referees at any time.

Team Requirements:

Each team must have at least four players at the start of the game. **Players must have a valid photo ID.** A team is allowed six players on the ice at a time during game play.

Pre-Game Procedures:

Photo ID Check-in and Helmet Retrieval: Teams must arrive **five to ten minutes prior** to each game. A check-in will be conducted prior to entrance on the ice. The captain will hand IDs of each player in attendance to one of the Refs. Face checks will be done to verify every ID. A committee member may request a secondary photo ID if the original photo ID is unreadable or the picture is not distinguishable. Those players needing a helmet will be allowed to obtain one. Once a player is wearing a helmet, he/she is allowed to step on the ice as long as face check has occurred. 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. At any time during the game, brooms deemed unfit for play will be confiscated and may not be returned. If there is any question regarding legality of a broom, ask the referees for a pre-check of your broom.

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 shoe check.

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.

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.

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The game will begin with a ball drop at center ice. Each team will only have one player participate in 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, the winner will be decided by a shootout. In the championship, if the score is tied after regulation game play, there will be a five-minute sudden death overtime. If the score is still tied, the winner will then be decided by a shootout.

Shootout: The teams will not change sides for the shootout. Only the goalie from the end of regulation may be used, except in the case of an injury, and must have some part of their body remain in the goal crease. The home team shall have the choice of shooting first or second. The teams shall alternate shots. Three players from each team will participate in the shootout. Shooters must maintain forward momentum during the attempt (the ball does NOT). If the score remains tied after each team has taken three shots, the shootout will proceed to a "sudden death" format. At this point, additional players from the bench are required to shoot. 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 will continue until the team with fewer players has again used all eligible shooters. The goalie is not eligible to shoot. This process continues until a team scores a goal. The team shooting second has an opportunity for a rebuttal shot. If the rebuttal is successful, the shootout continues as above.

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" and the shootout will proceed as normal.

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 Clarification:

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Teams are to designate a goalie at the beginning of the game. A team may change the designated goalie at half-time, timeout, or immediately after regulation time by informing a referee of the change.

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 ten 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, the ball must be touched by any 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.

Goalie outside the Crease: If the goalie has completely left the crease after 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. 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 may not leave the crease unless there is a stoppage of play or timeout.

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.

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 conclusion of the game as outlined wins.



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 is serving a penalty, they must take off the shoulder pads 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 must wait until a timeout or halftime 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.
- 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.
- Tournament misconducts result in a player being ejected from the tournament.
- 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.

Ball Placement:

- After 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 the goal, the offensive team will start with a corner ball while the defensive team will start with a goalie ball.
- 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 ball goes to the corner.
- If a player is called for being in the crease, the ball goes to the goalie.
- Final determination of the placement of the ball is at the discretion of the referees.
- A ball off the glass will continue to be in play.
- If goal becomes out of place, the game will be stopped and the referee will make a decision which team had more possession of the ball prior to the goal move. If neither team had more possession, a drop ball will occur.
- Final determination of the placement of the ball is at the discretion of the referees.

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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 move 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 shoulder pads, chest protector, or glove accidentally
- 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
- Using the broom handle to intentionally hit the ball (at the referees' discretion)

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Two-Minute Minor Penalties:

Unsportsmanlike Conduct: 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, 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.

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 at the discretion of the referees 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.

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.

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, 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.

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

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.

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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.

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

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

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

Tournament Misconduct:

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

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

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

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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. The referees will hold ALL IDs of the team until the name of the player is given and taken down by the referees.

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.

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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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 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 to handle the situation. Public Safety and Houghton Police Services will be called if a fight occurs.

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IRHC BROOMBALL COMMITTEE & STAFF ROLES:

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.

Games will be officiated exactly the same way as regular season games. Be familiar with the rules and procedures to ensure quality playing time.