2014-2015
Rules & Details Packet

Winter Carnival
Special Events Edition

www.broomball.mtu.edu
www.wintercarnival.mtu.edu
Winter Carnival Broomball Rulebook

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GAME SCHEDULE:

Sunday, February 1, 2015 8:00 – 4:15pm
Black, Gold, and Silver Rinks

Thursday, February 5, 2015 11:30 am – 12:30 pm
Black, Gold, and Silver Rinks

Times may change as needed. In the event of cancelation due to weather, the games will be relocated to the Dee Stadium and will be played at the regularly scheduled time listed above.
Winter Carnival Broomball Rulebook

DEFINITIONS:

Check-In: Procedure followed by game officials and teams before the start of a Broomball game
See “Pre-Game Procedures” on page 7 for details.

Goal Crease: The goal crease is the area around the goal. Its dimensions are one (1) foot wider than the
goal on each side and five (5) feet out from the goal line. See “Goalie Clarifications” on page 3 for
details.

TEAM REQUIREMENTS:

Team Name:

Because team names are posted to a University-hosted web page, teams must select a team name that
follows the guidelines set forth by Michigan Technological University to promote a positive University
image:

• **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, handicapped, veteran, etc.).

Any team in violation of any of the team name requirements will be asked to change their team name.

IRHC Broomball is not responsible for teams in content violation. If you find a team name offensive,
report it to the IRHC Broomball Committee for review.

Team Jersey Design, Players’ Printed Names, and Team Slogan:

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

• **NO** obscene language
• **NO** reference to alcohol and other drugs
• **NO** discriminatory references (race, religion, color, national origin, age, sex, sexual
orientation, height, weight, marital status, handicapped, veteran, etc.).
Generic jerseys will be available to teams without a jersey design. Game officials may require 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.

Jerseys 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. Any jersey deemed unfit by the IRHC Broomball Committee must be removed and will not be permitted on the ice. It is highly encouraged that the jersey design be approved by the Broomball Committee prior to printing.

IRHC Broomball is not responsible for player’s jersey content violation. If you find a jersey offensive, report it to the IRHC Broomball Referee or Committee for review.

**CLARIFICATIONS:**

**Goalie Clarifications:**

Teams are to designate a goalie at the beginning of the game. A team may change the designated goalie at halftime or time out by informing a referee of the change.

**Inside the Crease:** If any part of the body of the goalie remains in remains in the crease, 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) arc around the goal. This area will 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 radius 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 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 may not leave the crease unless there is a stoppage of play.

**Scoring Penalty:** If a goalie has possession of the ball and moves it entirely across the goal line, at the Game Official’s discretion, a goal will be recorded for the opposing team.
**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 with various in-between size adjustments. If an individual cannot find a properly fitted 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 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 equipment in use will result in the player being ejected from play.**
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 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.
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.**

Waivers:

Prior to each game, each player must sign a paper waiver located at the Cocoa Shack which is located near the Broomball Rinks. All players must submit a photo ID and sign a paper waiver prior getting on the ice to be eligible to play. Winter Carnival Special Events Officials will hold these cards until the game is completed.

Team Requirements:

Each team must have at least four (4) players at the start of the game. **Players must have signed their waiver prior to play.** A team is allowed six (6) players, wearing helmets, on the ice at a time.

Pre-Game Procedures:

**ID Check-in and Waiver Signing:** The captain of each team will hand the Winter Carnival Special Events Officials the IDs of each player in attendance for the game. Once all IDs have been collected, players needing a helmet will be allowed to obtain one. **Once a player wearing a helmet, he/she is allowed to enter the rink.** Any player who arrives after check-in must wait until halftime or the team calls a time out to check-in.

**Broom Check:** The game officials will conduct a broom check to: ensure all brooms being are in compliance with IRHC Broomball specifications. Any brooms deemed unfit for play will be confiscated at this time until after the game. The offending player will not be permitted to use the broom. **If there is any question of the legality of a broom ask the officials before broom check.**

**Pre-Game Captain’s Meeting:** After the broom check, the game officials will call a captain’s meeting. During the captain’s meeting questions will be answered and pertinent information for the game will be communicated.

Game Procedures:

**Duration:** The game will consist of two (2) ten (10) minute periods with a two (2) minute half time. The game is decided by goals. In the event of a tie, the victory will be decided by a shootout. Each team will have three (3) shooters and a goalie representative. Shooters will alternate and will be allowed to start the ball from mid ice and shoot from anywhere outside the crease. The team with the most goals after one attempt by each shooter will win. If again there is a tie, a one-shot shootout will decide the win. The
three shooters will follow the same order as before. If a team scores and the other team does not match the goal, then the game is over. Both teams will have an equal number of shot opportunities.

**Player Substitution:** There will be free substitution throughout the game but all substitutions must take place within the two boards on a team’s 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.

**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 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 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 Pass: 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 four (4) players that team will forfeit the game.

**Winning:**

The team with the most goals wins. If the score is tied at the end of regulation time, then the teams go into shootout. The team who scores the most wins.
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."

PENALTIES AND CONSEQUENCES:

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 that argues with an official will be given a warning or may be ejected. Any player or fan that is verbally abusive to a game official will be ejected from the half at minimum.

Violence towards game officials will not be tolerated. Intentional contact in any form will result in immediate ejection from the game. The penalties as a result of the fighting will be game ejection for all parties involved.

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.

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 shoulder 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.

Any contact made to an opposing player with a high stick may result in a minor or major penalty and/or potential game misconduct as stated previously.

**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 possession.

**Loss of Possession Infractions:**

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 past half ice at any time without contact with another player
- A goalie passing the ball overhand (baseball throw)
- 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 to hit the ball (at the Game Officials’ discretion).
Penalties, 2 Minute Minor:

Minor penalties may be called for, but not limited to:

**Unsportsmanlike Conduct:** Any language that is deemed excessive and inappropriate by the officials. This penalty can be assessed to either the players or their fans. See “Note About Fans” on page 13. This rule is defined by, but not limited to, swearing, harassing comments (racial, sexual, etc), or inappropriate gesturing. 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:** If a team has more than the appropriate number of players on the ice at any given time. 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.

**Throwing the Broom:** A player who intentionally throws his/her broom at another player, at the ball, to disrupt play, or in any other manner. 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 any effort to gain control of the ball. Generally, if the offending player makes contact with ball, tripping will not be called. Tripping is specifically to slow the player down whom 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. Roughing may also be called for running and sliding into other players.
**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 you broom in any manner to check another player. Cross checking 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 step count will never exceed three (3), and will be determined before the beginning of the game by the game officials in response to ice conditions.

**Inappropriate Conduct**: Any other activities deemed inappropriate by the officials on the or on the bench. This penalty covers but is not limited to: harassing behavior toward game officials, illegal brooms, and contact with goalies that have possession of the ball.

**Penalties, Five Minute Major**:

Major penalties may be called for, but not limited to:

**Repeated Offense**: Any SAME minor penalty called on the same player for a second time in the game has the potential result in an ejection of the game.

**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 behind the opponent (blind side). Due to the fact that 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 in fans, players, and the team captain.

**Contact to the Helmet**: Any intentional contact between a player and another player’s helmet is cause for game ejection. If the contact is deemed highly inappropriate, a game misconduct may be called as well.

**Goalie Check with Should Pads**: If a goalie checks someone while wearing should pads, the goalie will be ejected from the game.

**Excessive Roughing/Blood/Intent to Injure**: Any contact that is deemed excessive, draws blood, or is with intent to injure another player will be ejected from the game.
**Spearing:** Intentionally using the broom to strike another player using a spearing motion.

**Note About Fans:**

All teams are accountable for their fans’ behavior. Fans that verbally harass the game officials or players on the 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 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’ requests 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. It is also the responsibility of teams, as participant, to address inappropriate behaviors by fans, guests, and team members.

**BROOMBALL COMMITTEE ROLES:**

**Fines:**

**Helmet Fines:** Helmet fines are levied against an individual player. **If a player receives this fine, he/she must pay the fine to IRHC Broomball.**

Helmets must be worn at all times on the ice before, during, and after the game. Anyone found to have removed their helmet while on the ice before, during, and/or after a game will be warned and potentially ejected for the half. The Winter Carnival Special Events Officials will hold ALL IDs, then record the name of the violating player and submit the charge to IRHC Broomball.

Anyone who throws a provided helmet, takes out the padding from the inside of the provided helmets, 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 on $20.

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