

Oswego State

Campus Recreation – Intramural Sports

8 v 8 Broomball Rules

I. General Rules & Regulations

1. **The Rink:**

- A. All games will be played at Campus Center Ice Rink.
- B. Team area: All players and captains not immediately involved in play must stay on their team's respective bench.
- C. All spectators must sit in the designated bleachers: NO EXCEPTIONS

2. **Players:**

- A. Eight (8) players constitute a team, which include the goalie. SIX (6) team members must be present to start a game. If the number of players drops below six during the game (due to injury, ejection, etc.) that team will be forced to accept a loss.
- B. For Co-Rec. teams, at least half of the players on the ice must be women. If a team can not meet this stipulation at the beginning of the game, then the game will be declared a forfeit. If during the game a team can not longer meet this rule, then the game will be declared a loss by default.
 - i) For teams utilizing seven (7) players, a combination of four (4) women and three (3) men is acceptable not 4 men and 3 women. In the event a female is injured after the start of the game and team started with 4 females the team will be permitted to finish the game with 7 players (4) men and (3) men or 6 players (4) male and (2) female.
- C. *Team Captains:* Each team shall designate a team captain. The team captain will be the designated speaker for his/her team. If the team captain is absent, the team will designate a spokesperson.
- D. All players must present a valid SUNY Oswego I.D. to be eligible to play.

3. **Period:**

- A. Each game consists of three 12-minute periods of **running time**. There is a two-minute break between each period. The clock will stop on all whistled stoppages **within the last one-minute of the third period only**.
- B. A coin-toss will determine which goal will be defended by which team.

4. **Forfeits:**

Any team not ready to play at game time will receive a forfeit unless the opposing team captain approves a 10 minute extension and shortened game time.

5. **Time Outs:** Each team is entitled to one (1) time-out per game, a team can call a time-out during a dead ball or when they have possession of the ball. Following a time-out an indirect shot will take place from the spot where the time was called. A time-out shall not exceed 1.5 minutes. Time-Out Continue: If either team is not ready to play within the allotted time a one-minute delay of game penalty will be enforced. (***Result: face-off in the violating team's own face-off circle***)
6. **Tie Game:** A five (5) minute period of sudden death will only be played during the playoffs, 8 players with out the use of goalies, if necessary will be followed by a shoot-out. *Shoot-out from the blue line: five (5) players take a shot from the blue line at an open goal. Co-Rec: five (5) players with minimum of (2) females. If the score is still tied at the conclusion of the first shoot-out, then the same five players will alternate one shot at a time in a sudden death format in the same order as the first shoot-out until a winner is declared.*
7. **Substitutions:** Are allowed either “on the fly” or at any time when the ball is dead. Each substitute shall be in uniform, with proper equipment, ready to play. But games must not be delayed by substitutions. A delay of game penalty will be issued, resulting in a one-minute “man-down” penalty. (***Result: face-off in the violating team's own face-off circle***)
8. **Official's Decisions:**
- A. ALL DECISIONS OF THE OFFICIAL(S) ARE FINAL
 - B. Players who are asked to leave the ice due to a penalty have a maximum of 15 seconds to do so. Failure to do so will result in an additional one-minute of penalty time for that player.
 - C. Arguing with the officials or other unsportsmanlike conduct will result in penalty or a possible ejection from the game.
9. **Movement of Ball:**
- A. The game ball must be projected by a broomball stick, except as specified in Rule II, section 2b. **Failure to comply with this rule will result in an indirect shot at the spot of the foul.**
 - B. It is permissible for a player to stop the broomball with one or both feet, but the player must then propel the broomball with the stick.

**For delay of game penalties, the Team Captain must assign which player will serve the penalty.

II. Infractions

****Following all non face-off infractions, the opposing team will be awarded an indirect shot.**

1. **Offsides:**
 - A. The ball must be ahead of the attacking players while crossing the defensive team's BLUE LINE.
 - B. After an Offside is called, a face-off will take place in the appropriate face-off circle

2. **Crease Play:**
 - A. The goalie must stay within an 8-foot area around the goal.
 - B. Offensive players may not have any part of their body or stick in the crease. (Result: an indirect shot by the opponent) A goal scored by the offensive while an offensive player is in the crease will be disallowed, unless the player was pushed by a defensive player into the crease.
 - C. A defensive player other than the goalie may not stand within the crease. (This may result in a face-off. Continued violations may result in a 2-minute penalty.
 - D. If a defensive player makes contact with the ball or interferes with an offensive player's attempt to score while in the crease, then the team will be penalized by awarding an uncontested penalty shot from the blue line.
 - E. If the goalie traps or catches the ball, he/she must release it within 3 seconds. If the goalie throws the ball it must be released to the side and NO FURTHER FORWARD THAN THE BLUE LINE. Violation will result in a face-off. If played with the broom, the goalie may direct the ball anywhere.
 - F. A five (5) minute period of sudden death overtime is played with 8 players and without the use of a goalie. If a defensive player makes contact with the ball or interferes with an offensive player's attempt to score while in the crease, then a penalty shot or goal can be awarded. No offensive player can play the ball while in the crease or while the ball is in the crease.

III. Penalties

Minor Penalty: penalized player removed for 2 minutes during which time no substitute is permitted unless the penalized team is scored upon. Penalties carry over from one period to another including overtime.

Major Penalty: penalized player removed for 5 minutes during which time no substitute is permitted, not even if the penalized team is scored upon. (Two major penalties in the same game by one player results in an ejection)

Game Penalty/Ejection: Player must meet with the Coordinator of Campus Recreation or designee before being reinstated and the team plays a person down the remainder of the game.

1. **High Sticking:**
 - A. Brooms cannot be raised above the waist either on the backswing, or

follow through. **Result: 2-minute penalty and indirect shot from the spot of the foul.**

- B. Brooms cannot be used in any way to injure or strike another player. Failure to abide by this rule will result in an automatic ejection from the game and an indirect shot for the opposing team. *The player who is ejected will serve a one game suspension for their team's next game and the player must meet with the Coordinator Campus Recreation or designee before being reinstated.*

2. **Body Checking/Illegal Contact:**

- A. Any body-checking, hacking, elbowing, tripping, holding or other contact deemed severe by the official(s) and/or supervisor will result in a five minute penalty and possible ejection and/or suspension. **(Result: indirect shot from the spot of the foul)**
- B. Any player charged with fighting or striking any official or participant will be automatically suspended from the league and must meet with the Director of Campus Recreation before being reinstated to any Campus Recreation activity. In addition, the replacement player must sit for a five-minute penalty before entering the game.

3. ***Rules are subject to modification during the season as needed.***

III. Equipment

1. **Game Ball, Jerseys, & Playing Equipment:** Campus Recreation will supply the game ball, jerseys, broomball sticks, helmets, and goalkeeping equipment for each team. Each player will check out equipment from the supervisor at the arena. A valid SUNY Oswego ID will be required for each player to check out his/her own equipment (i.e. stick, helmet, etc.). All equipment must be checked in with the Intramural Supervisor immediately following the game.
2. **Shoes:** Clean Soft, rubber-soled sneakers are the only footwear permitted on the ice. All players must carry an extra pair of sneakers to the ice area, because it is important that mud and dirt not be tracked onto the ice. If this policy is not followed, players will not be permitted to play.
3. **Pads:** The only pads allowed are soft, pliable knee or elbow pads or hockey shinguards worn in the appropriate location. Hockey gloves may be worn. Goalies may use a baseball or softball glove as their catching glove. All goalies must wear approved goalkeeping equipment.
4. **Tape:** Tape or bandages of the hand, wrist, forearm or elbow are prohibited except to protect an injury. Under no circumstances will a player wearing a cast or splint be allowed to play.
5. **Glasses:** If glasses are worn they must be unbreakable. Each player is responsible for the safety of their own glasses.
6. **Jewelry:** Wristwatches, bracelets, rings, large or loop earrings or any item deemed to be dangerous by the referee may not be worn.

